

MARTIAL CHAMPIONS

This document contains all the Multiclass Archetypes for the original Divine Champions pdf. These MCAs are grouped by primary class.

CHAPTER 1: CAVALIER MULTICLASS ARCHETYPES

ABOMINATION RIDER

Some men are called to great deeds, others share them. Bonded with and able to train and ride a powerful outsider or abomination, the abomination rider strikes fear into the hearts of his enemies. The powerful link forged between master and mount surpasses that usually exemplified by rider and beast—the abomination is uniquely gifted and keenly sensitive to the master’s thoughts and actions. As the bond grows, so too does the intuitive and organic synergy between master and mount.

Primary Class: Cavalier.

Secondary Class: Summoner.

Alignment: Any.

Hit Dice: d10.

Bonus Skills and Ranks: The abomination rider may select three summoner skills to add to his class skills in addition to the normal cavalier class skills. The abomination rider gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The abomination rider is proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

Abominable Mount (Su): An abomination rider begins play with the ability to summon to his side a powerful mount from another plane. This mount is exactly like the summoner’s eidolon, except that the abomination rider must choose an eidolon with the quadruped base form. While riding his mount, the abomination rider does not take an armor check penalty on Ride checks while riding his eidolon. Also, the eidolon is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. Wearing light armor no way interferes with the connection between master and mount, though the eidolon is still restricted from wearing medium or heavy armor. This supersedes the eidolon’s normal restriction for wearing armor.

If the abomination rider is Medium size, his mount gains the Large evolution at 1st level as a permanent evolution, and its cost counts against his total evolution points. Thus, the abomination rider gains no additional evolution points until 3rd level, at which time he can spend the available 1 evolution point and any subsequent points gained from level advancement as he wishes. Small sized abomination riders cannot choose the Large evolution until 8th level, as normal. An abomination rider’s eidolon does not gain the share spells special ability.

In addition, the eidolon is treated as if it possessed the same teamwork feats as the abomination rider for the purpose of determining whether the abomination rider receives a bonus from his teamwork feats. This ability replaces **mount and master tactician**.

Life Link (Su): At 1st level, an abomination rider gains the summoner’s life link ability. This ability replaces **tactician**.

Order: This is exactly like the cavalier ability of the same name, except that the abomination rider can select the Order of the Abominable Horde. **An abomination rider is restricted from selecting the Order of the Dragon or Order of the Lion.**

Shield Ally (Ex): At 4th level, an abomination rider gains the summoner’s shield ally ability. This ability replaces **expert trainer**.

Master’s Vigil (Ex): At 5th level, the bond between the abomination rider and mount emboldens the eidolon. Whenever the abominable mount is in physical contact with its master, the eidolon gains a +2 morale bonus on saving throws against fear, and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. This ability replaces **banner**.

Bonus Feats: This is exactly like the cavalier’s ability of the same name, except that the abomination rider may also select any teamwork for which he qualifies.

Devoted Master (Ex): At 9th level, an abomination rider gains the summoner’s maker’s call ability. This ability replaces **greater tactician**.

Greater Master’s Vigil (Ex): At 14th level, whenever the abominable mount is in physical contact with its master, it gains a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, the abomination rider can spend a standard action to grant his abominable mount an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. The abomination can grant this additional saving throw once per day, plus an additional time per day every three levels after 14th. This ability replaces **greater banner**.

Order of the Abominable Horde

A cavalier who belongs to this order drawn to summoned creatures, particularly those of outlandish and strange origins. Although this unusual attraction is often unwelcome, the cavalier is driven to manifest this affinity in one of three ways—strive to protect and befriend them, attempt to dominate and enslave them, or seek to irrevocably destroy them. Regardless of one’s moral position, cavaliers of this order tend to be resolute, unbending, determined in their endeavors, and permit nothing to stop them from fulfilling their goal. This order complements the Abomination Rider multiclass archetype.

Edicts: The cavalier must strictly adhere to his chosen course, strive to uphold his moral position in regards to extraplanar creatures, and seek to reconcile his actions with the whispering of his heart. He must always seek out such creatures for the purpose of accomplishing his ultimate goal, and cement his name in history as a friend, subjugator, or eradicator of extraplanar beings.

Challenge: Whenever an order of the abominable horde cavalier issues a challenge, he receives a +1 morale bonus on Will saves and all attack damage rolls made against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses. In addition, the cavalier gains a +2 bonus on all Diplomacy, Intimidate, and Sense Motive checks related to creatures of the outsider type until the end of the challenge.

Skills: An order of the abominable horde cavalier adds Knowledge (planes) (Int) and Perception (Wis) to his list of class skills. In addition, an order of the abominable horde cavalier adds twice his Charisma modifier to any Diplomacy or Intimidate checks pertaining to creatures of the outsider type.

Order Abilities: A cavalier that belongs to the order of the abominable horde gains the following abilities as he increases in level.

Bond Senses (Su): At 2nd level, an order of the abominable horde cavalier gains the summoner’s bond senses ability, except that it applies to his mount.

Abomination Warp (Su): At 8th level, an order of the abominable horde cavalier has studied the shifting and ephemeral forms of extraplanar creatures and learned their techniques. He can cast *evolution surge* on his mount once per day, plus one additional time per day for every four levels beyond 8th.

Shield Ally (Su): At 15th level, an order of the abominable horde cavalier gains the summoner’s shield ally ability, except that it applies to his mount. If the cavalier already has shield ally, he gains greater shield ally instead.

Table: Abomination Rider

Base		Fort	Ref	Will	
Class	Attack	Save	Save	Save	Special
Level	Bonus				

1st	+1	+2	+0	+2	Abominable mount, challenge 1/day, life link , order
2nd	+2	+3	+0	+3	Order ability
3rd	+3	+3	+1	+3	Cavalier's charge
4th	+4	+4	+1	+4	Challenge 2/day, shield ally
5th	+5	+4	+1	+4	Master's vigil
6th	+6/+1	+5	+2	+5	Bonus feat
7th	+7/+2	+5	+2	+5	Challenge 3/day
8th	+8/+3	+6	+2	+6	Order ability
9th	+9/+4	+6	+3	+6	Devoted master
10th	+10/+5	+7	+3	+7	Challenge 4/day
11th	+11/+6/+1	+7	+3	+7	Mighty charge
12th	+12/+7/+2	+8	+4	+8	Bonus feat, demanding challenge
13th	+13/+8/+3	+8	+4	+8	Challenge 5/day
14th	+14/+9/+4	+9	+4	+9	Greater master's vigil
15th	+15/+10/+5	+9	+5	+9	Order ability
16th	+16/+11/+6/+1	+10	+5	+10	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+10	
18th	+18/+8/+13/+3	+11	+6	+11	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+11	Challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+12	Supreme charge

AEGIS LANCER

Primary Class: Cavalier.

Secondary Class: Wizard.

Hit Dice: d8.

Bonus Skills and Ranks: The aegis lancer may select three wizard skills to add to his class skills in addition to the normal cavalier class skills, one of which must be Spellcraft. The aegis lancer gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The aegis lancer is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields).

Aegis Arcanum (Sp): Beginning at 1st level, an aegis lancer can cast a small number of arcane spells as a spell-like ability. The aegis lancer must select an arcane school, but gains no school powers and chooses no opposition schools. An aegis lancer's selection of aegis arcanum spells is limited to those from his arcane school. An aegis lancer can cast *arcane mark*, *detect magic*, or *prestidigitation* a number of times per day equal to 3 + his Intelligence modifier. In addition, an aegis lancer may select one 1st-level spell from his arcane school as his 1st-level arcanum.

At 5th level, an aegis lancer may select one 2nd-level spell from his arcane school as his 2nd-level arcanum.

At 6th level, and at every even-numbered aegis lancer level after that (8th, 10th, and so on), an aegis lancer can choose to learn a new aegis arcanum spell in place of one he already knows. In effect, the aegis lancer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and must be from his arcane school. An aegis lancer may swap only a single spell at any given level.

At 9th level, an aegis lancer may select one 3rd-level spell from his arcane school as his 3rd level arcanum.

At 13th level, an aegis lancer may select one 4th-level spell from his arcane school as his 4th level arcanum.

At 17th level, an aegis lancer may select one 5th-level spell from his arcane school as his 5th level arcanum.

When casting a 1st-, 2nd-, or 3rd-level arcanum spell, the aegis lancer expends one daily use of his aegis arcanum ability, while casting a 4th- or 5th-level arcanum spells expends two daily uses of his aegis arcanum ability. An aegis lancer can use his 1st-level or higher aegis arcanum a number of times per day equal to 1/2 his aegis lancer level. An aegis lancer has a caster level equal to his aegis lancer level. This ability replaces **tactician**, **banner**, **greater tactician**, **greater banner**, and **master tactician**.

Aegis Lance (Su): At 1st level, an aegis lancer can, as a swift action, imbue any lance, spear, or longspear he is wielding with force energy until the end of his next turn. Whenever the aegis lancer makes a successful attack with this weapon, it deals an additional amount of force damage equal to his Intelligence modifier. The aegis lancer can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces **challenge 1/day**.

Arcane Order: At 1st level, an aegis lancer must select one of the arcane orders listed in the New Orders section. An arcane order is similar to the order of a cavalier, but has an arcane focus and is based on one of the schools of magic. This ability otherwise functions as and replaces **order**.

Challenge (Ex): This is exactly like the cavalier's challenge ability, except that the aegis lancer can use it once per day at 1st level, and an additional time per day every six levels thereafter, to a maximum of 4/day at 19th level.

Bulwark (Su): At 3rd level, the aegis lancer can protect his allies by employing a mystical ward a number of times per day equal to 3 + his Intelligence modifier. This ward grants any ally (including the aegis lancer) a **+1 resistance** bonus to any saves against spells or spell-like effects. Bulwark has a 10-foot radius emanation centered on the aegis lancer, and lasts for a number of rounds equal to 1/2 his aegis lancer level. This ability replaces **cavalier's charge**.

Mount (Ex): This is exactly like the cavalier ability of the same name, except that aegis lancer's effective druid level is equal to his aegis lancer level -3. This ability otherwise functions as and replaces **mount**.

Mystic Studies (Ex): At 4th level, an aegis lancer can use magical wands, staffs, and arcane scrolls as a wizard with a caster level equal to 1/2 his aegis lancer level (minimum 1). He also takes a -4 penalty on Spellcraft checks related to spells. This ability replaces **expert trainer**.

Mystic Strike (Ex): At 6th level, the aegis lancer gains the Disruptive feat as a bonus feat, even if he does not meet the requirements. At 12th level, the aegis lancer gains the Spellbreaker feat as a bonus feat, even if he does not meet the requirements. At 18th level, the aegis lancer gains the Teleport Tactician feat as a bonus feat, even if he does not meet the requirements. This ability replaces **bonus feat at 6th, 12th, and 18th level**.

Improved Bulwark (Su): At 10th level, the aegis lancer's bulwark grants a **+2 resistance** bonus to any saves against spells or spell-like effects. This ability replaces **mighty charge**.

Intermediate Studies (Ex): At 11th level, the aegis lancer can use magical wands, staffs, and arcane scrolls as a wizard with a caster level equal to his aegis lancer level -3 (minimum 1), and only takes a -2 penalty on Spellcraft checks related to spells. This ability replaces **challenge 4/day**.

Greater Bulwark (Su): At 14th level, the aegis lancer's bulwark's emanation increases to a 15-foot emanation and grants a **+3 resistance** bonus to any saves against spells or spell-like effects. This ability replaces **challenge 6/day**.

Advanced Studies (Ex): At 16th level, the aegis lancer can use magical wands, staffs, and arcane scrolls as a wizard with a caster level equal to his aegis lancer level (minimum 1), and no longer takes any penalty on Spellcraft checks related to spells. This ability replaces **demanding challenge**.

Supreme Bulwark (Su): At 20th level, the aegis lancer's bulwark's emanation increases to a 20-foot emanation and grants a **+6 resistance** bonus to any saves against spells or spell-like effects. This ability replaces **supreme charge**.

NEW FEAT

The following new feat may be selected by the aegis lancer multiclass archetype.

Extra Aegis Arcanum

You know one aegis arcanum spell than normal.

Prerequisite: Aegis arcanum class feature.

Benefit: Each time you take this feat, you gain one additional aegis arcanum spell slot. This spell slot must be of a level equal to or lower than the highest level spell you can cast.

Normal: Without this feat, you gain only one aegis arcanum spell slot of a given spell level.

Special: You can gain Extra Aegis Arcanum up to three times.

NEW ORDERS

The following orders are arcane-based, and the most common orders chosen by aegis lancers. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of aegis lancers that all belong to one specific order.

Order of the Scepter

A cavalier who belongs to this order devotes his life to guiding and protecting any spellcasters under his charge, and works to protect those outside his charge who do not offend his code of ethics. Cavaliers of this order tend to be stalwart, compassionate, and willing to stand against prejudice and bigotry towards magic and spellcasters. This order complements the aegis lancer multiclass archetype and is among those most commonly chosen by them.

Edicts: The cavalier must be ever vigilant in protecting his charge, and guiding them in the proper ways of magic use. He must always place the protection of a spellcaster ahead of his own. The cavalier must take every opportunity to ensure that any spellcaster within his preveue gains sufficient rest and opportunity to maintain and increase his arcane knowledge and power.

Challenge: Whenever an order of the scepter cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as target is threatening a spellcaster under his charge. This bonus increases by +1 for every four levels the cavalier possesses. Furthermore, should the scepter cavalier confirm a critical hit against the target of his challenge, the target must make a Will save against a DC equal to 10 + 1/2 the cavalier's level or takes a -2 penalty to its AC against any attacks made by the cavalier until the end of the challenge.

Skills: An order of the scepter cavalier adds Knowledge (arcana) (Int) and Perception (Wis) to his list of class skills. In addition, an order of the scepter cavalier adds his Intelligence modifier to any saves against spells cast at him while he is adjacent to a spellcaster under his charge.

Order Abilities: A cavalier that belongs to the order of the scepter gains the following abilities as he increases in level.

Defender of the Apprentice (Sp): At 2nd level, as a swift action, the cavalier may bind himself to one ally for a number of rounds per day equal to his cavalier level. These rounds do not need to be consecutive. This effect has a range of 60 feet, and otherwise functions as the *shield other* spell.

Eldritch Guidance (Sp): At 8th level, as a swift action, the cavalier may select one allied arcane spellcaster within 60 ft of him. This spellcaster may cast touch spells upon the aegis lacer without being adjacent to him until the beginning of the cavalier's next turn. The cavalier may use this ability a number of times per day equal to 1/2 his aegis lancer level.

Spell Shielding (Sp): At 15th level, the cavalier can deflect spells back at the caster. The cavalier may spend a full-round action to deflect a number of spells cast at him during that round equal to 1d6 + his Intelligence modifier. This ability functions as the *spell turning* spell. If the cavalier has his defender of the apprentice in effect, he may choose to deflect spells cast upon that target instead.

Order of the Scroll

A cavalier who belongs to this order does all within his power to secure, protect, and deliver magical writings and other arcane knowledge into the hands of those who would ensure their proper use. Cavaliers of this order tend to be adaptable, quick minded, and concerned with the dissemination of arcane knowledge, whether it is scrolls, spellbooks, or the like. This order complements the aegis lancer multiclass archetype and is among those most commonly chosen by them.

Edicts: An order of the scroll cavalier must guard and protect all spells or magic in written form at all costs. Some are also devoted to locating any evil or dark magic, no matter how devastating it might be, and zealously pursue its destruction. Most of these cavaliers believe that the preservation of written magic in all its forms is more important than a single life, even their own. It is their goal to ensure that future generations benefit from the repository of magical knowledge they've collected.

Challenge: Whenever an order of the scroll cavalier issues a challenge, he receives a +1 bonus on all saving throws against spells or spell-like abilities cast by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses. The cavalier also gains a +2 bonus on all Knowledge (arcana) and Spellcraft checks involving the target of his challenge.

Skills: An order of the scroll cavalier adds Knowledge (arcana) (Int), Knowledge (religion) (Int), and Linguistics (Int) to his list of class skills. Furthermore, he can use Linguistics untrained. If he has ranks in Linguistics, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as that check involves a book, tome, scroll, or any other form of written knowledge.

Order Abilities: A cavalier belonging to the order of the scroll gains the following abilities as he increases in level.

Scroll Caster (Ex): At 2nd level, an order of the scroll cavalier can cast arcane spells from a scroll as if he had a caster level equal to his cavalier level -3 (minimum 1). To cast a spell from a scroll, the cavalier must have an Intelligence score equal to at least 10 + the spell level. As a standard action, he can automatically discern the contents of a magic scroll, as if he were using *read magic*. The cavalier must discern the contents of a scroll before he can cast it. He also gains an insight bonus equal to 1/2 his cavalier level on Use Magic Device checks made to cast spells from scrolls.

Divine Understanding (Ex): At 8th level, the cavalier gains the ability to cast divine spells from a scroll as if he had a caster level of his cavalier level equal to his cavalier level -5 (minimum 1). Furthermore, he gains a +1 bonus to his Intelligence score for purposes of determining the level of spells he can cast from a scroll, and this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level).

True Enlightenment (Sp): At 15th level, an order of the scroll cavalier can use *tongues* (as the spell) for a number of rounds per day equal to his cavalier level. These rounds do not need to be consecutive. Furthermore, any ally within 10 feet of the cavalier gains a +4 bonus to any Knowledge or Linguistic checks while true understanding is in effect.

Order of the Scythe

A cavalier who belongs to this order seeks to eliminate spellcasters that oppose him or his allies, and works to further their cause. Cavaliers of this order tend to be militant, rigid, and concerned only with destroying those spellcasters deserving of their wrath. This order complements the aegis lancer multiclass archetype and is among those most commonly chosen by them.

Edicts: The cavalier must remain vigilant against magic and spellcasters who oppose him or his goals above those of all others. He must take every opportunity to increase his own magical power in his pursuit of rival magic and spellcasters. The cavalier should remain conscious of any collateral damage or similar repercussions in his endeavors, though they may be of little concern, depending upon his moral standing.

Challenge: Whenever an order of the scythe cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as the target is a spellcaster (arcane or otherwise). This bonus increases by +1 for every four levels the cavalier possesses. Furthermore, should the scythe cavalier confirm a critical hit against the target of his challenge, the target must make a Will save against a DC equal to 10 + 1/2 the cavaliers level or become shaken for 1 round.

Skills: An order of the scythe cavalier adds Knowledge (nobility) (Int) and Knowledge (planes) (Int) to his list of class skills. In addition, an order of the scythe cavalier adds his Intelligence modifier to his CMB and CMD checks when making a combat maneuver against, or defending against a combat maneuver initiated by an enemy spellcaster (in addition to his Strength and/or Dexterity modifier, as normal).

Order Abilities: A cavalier that belongs to the order of the scythe gains the following abilities as he increases in level.

Arcane Piercing (Ex): At 2nd level, whenever the cavalier strikes a spellcaster, it must succeed on a Will save (DC 10 + 1/2 the cavalier's level + his Intelligence modifier) or suffer a -1 penalty to his caster level for 1d4 rounds. This penalty increases to -2 at 9th level, and -3 at 16th.

Purify the Spirit (Ex): At 8th level, the cavalier may choose to make a second saving throw against any ongoing spell effect that is targeted him. He can use this ability a number of times per day equal to 3 + his Int modifier.

Eldritch Suppression (Ex): At 15th level, the cavalier may begin to suppress spells nearby as a full-round action. Once he begins, he must track the number of rounds he has used this ability. While this ability is active, the cavalier can, as an immediate action, attempt to counter any spell he identifies with a spell level equal to or less than the number of rounds his eldritch suppression has been in effect. This ability functions as *dispel magic*, with a caster level equal to his cavalier level. He can use this ability for a number of rounds per day equal to his cavalier level. These rounds do not need to be consecutive.

Order of the Spell

A cavalier who belongs to this order are more devoted in the practice of arcane magic than other orders, focusing on a particular school of magic, and engaging in spellcasting for the pure joy of it. Cavaliers of this order tend to be focused, driven, and unyielding in their search for new and grander spells. This order complements the aegis lancer multiclass archetype and is among those most commonly chosen by them.

Edicts: The cavalier must select a single arcane school (see Arcane Schools entry of the Wizard class in the *Core Rulebook*). He must then seek to master the magic within his grasp, and strive to enhance or improve it. He must always place the purity and love of magic above all other things. The cavalier must take every opportunity to ensure those seeking to further magic in all its facets are given the opportunity to do so, so long as it is not detrimental to magic itself.

Challenge: Whenever an order of the spell cavalier issues a challenge, he receives a +1 morale bonus on the caster level of any spell or spell-like ability (including aegis Arcanum) used against the target of his challenge. This bonus increases to +2 at 9th level, and +3 at 17th level. Furthermore, should the spell cavalier confirm a critical hit against the target of his challenge that has spell resistance, the target must make a Will save against a DC equal to 10 + 1/2 the cavaliers level + his Intelligence modifier or have his spell resistance reduced by 2 until the end of the challenge. At 12th level, the target's spell resistance is reduced by 4.

Skills: An order of the spell cavalier adds Knowledge (arcana) (Int) and Spellcraft (Int) to his list of class skills. In addition, beginning at 6th level, an order of the spell cavalier gains a +1 bonus to the save DC of a single spell or spell-like ability he possesses (including aegis arcanum) once per day, and an additional time per day every six levels thereafter.

Order Abilities: A cavalier that belongs to the order of the scepter gains the following abilities as he increases in level.

Apprentice Learning (Sp): At 2nd level, the cavalier gains his first listed school power.

Intermediate Learning (Sp): At 8th level, the cavalier gains his second listed school power.

Advanced Learning (Sp): At 15th level, the cavalier gains his third listed school power.

Table: Aegis Lancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Aegis arcanum (1st), aegis lance, arcane order, challenge 1/day
2nd	+1	+3	+0	+3	Order ability
3rd	+2	+3	+1	+3	Bulwark
4th	+3	+4	+1	+4	Mount, mystic studies
5th	+3	+4	+1	+4	Aegis arcanum (2nd)
6th	+4	+5	+2	+5	Mystic strike (Disruptive)
7th	+5	+5	+2	+5	Challenge 2/day
8th	+6/+1	+6	+2	+6	Order ability
9th	+6/+1	+6	+3	+6	Aegis arcanum (3rd)
10th	+7/+2	+7	+3	+7	Improved bulwark
11th	+8/+3	+7	+3	+7	Intermediate studies
12th	+9/+4	+8	+4	+8	Mystic strike (Spellbreaker)
13th	+9/+4	+8	+4	+8	Aegis arcanum (4th), challenge 3/day
14th	+10/+5	+9	+4	+9	Greater bulwark
15th	+11/+6/+1	+9	+5	+9	Order ability
16th	+12/+7/+2	+10	+5	+10	Advanced studies
17th	+12/+7/+2	+10	+5	+10	Aegis arcanum (5th)
18th	+13/+8/+3	+11	+6	+11	Mystic strike (Teleport Tactician)
19th	+14/+9/+4	+11	+6	+11	Challenge 4/day
20th	+15/+10/+5	+12	+6	+12	Supreme bulwark

BLOODBORN KNIGHT

The bloodborn knight is both a mounted combatant and a master of his eldritch bloodline. By harnessing the innate magical energies that flow through his veins, the bloodborn knight can gain influence over creatures of his specific bloodline—whether undead or aberrations, to demons, devils, or archons. A number of bloodborn knights utilize their arcane powers for the good of the all others, typically those of the Celestial, Groveborn, or Verdant bloodlines, while some use them to the detriment and even destruction of freedom, justice, and civilization. As such, the bloodborn knight is as likely to be viewed as hero of the people, as a villainous despot attempting to take control of the world.

Primary Class: Cavalier.

Secondary Class: Sorcerer.

Hit Dice: d8.

Bonus Skills and Ranks: The bloodborn knight may select three sorcerer skills to add to his class skills in addition to the normal cavalier class skills, and those he gains from his order. The bloodborn knight gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The bloodborn knight is proficient with all simple and martial weapons. A bloodborn knight is also proficient with light armor. He can cast sorcerer spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bloodborn knight wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bloodborn knight still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A bloodborn knight casts a small number of arcane spells drawn from the sorcerer/wizard spell list, and adds his bloodline spells to his spell list, as indicated in the bloodborn knight's bloodline entry. These bloodline spells are in addition to the bloodborn knight's known spells. Like other spellcasters, a bloodborn knight can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Bloodborn Knight. In addition, he receives bonus spells per day if he has a high Charisma score. The bloodborn knight otherwise learns and casts spells as a sorcerer, but has a caster level equal to his bloodborn knight level -3.

Bloodline: The bloodborn knight gains the sorcerer bloodline class ability and may only choose from the following bloodlines or their associated mutated bloodlines: Aberrant, Abyssal, Anarchic**, Brutal**, Celestial, Draconic, Elemental, Empyrean**, Fey, Groveborn**, Infernal, Linnorm**, Pit-Touched**, Primal**, Protean**, Sanguine**, Sylvan**, Undead, Verdant*, or Warped**. (**Advance Players Guide*, ***Ultimate Magic*)

At 1st level, a bloodborn knight adds the skill listed in his bloodline to his class skills and gains his **bloodline arcana**.

At 6th level, and again at 12th and 18th level, a bloodborn knight may select a bloodline feat that he qualifies for as one of his bonus feats.

Order: This is exactly like the cavalier's ability of the same name, except that the bloodborn knight must select the Order of the Eminent Blood and gains certain aspects of his chosen bloodline as part of his order (see Order of the Eminent Blood and Bloodline).

Mount: The bloodborn's knight's mount functions exactly like that of a cavalier, but gains the shared spells special ability due to the bloodborn knight's spellcasting ability.

Tactician (Ex): This is exactly like the cavalier ability of the same name, except that its effects also apply to any bloodline creatures under the bloodborn knight's command. This effect extends to the bloodborn knight's greater tactician and master tactician abilities.

Command Bloodline Creatures (Sp): At 3rd level, the bloodborn knight can use his arcane powers to command creatures of his bloodline. As a standard action, the bloodborn knight can attempt to command bloodline creatures within 30 feet a number of times per day equal to his Charisma modifier. Any bloodline creature within 30 feet of the bloodborn knight receives a Will save (DC 10 + 1/2 the bloodborn knight's level + the bloodborn knight's Charisma modifier) to negate the effect. If the save fails, the creature falls under the bloodborn knight's control, obeying his commands to the best of its ability as if under the effects of a *control undead* spell. Each creature under the bloodborn knight's control receives a new saving throw each day to resist the bloodborn knight's command. The bloodborn knight can control any number of bloodline creatures, so long as their total Hit Dice do not exceed his bloodborn knight level. If a bloodline creature is under the control of another, the bloodborn knight must make an opposed Charisma check whenever the bloodborn knight's orders conflict. A bloodborn knight can only have one use of his command bloodline creature ability active at one time. If he uses this ability again, the first use immediately ends.

A bloodborn knight considers creatures of the following types and subtypes as bloodline creatures, according to his chosen bloodline: Aberrant or Warped bloodline (Aberrations); Abyssal or Brutal bloodlines (Chaotic Evil Outsiders); Celestial or Empyrean bloodlines (Good Outsiders); Draconic or Linnorm bloodlines (Dragons); Elemental and Primal bloodlines (Elementals); Fey and Sylvan bloodline (Fey); Infernal and Pit-Touched bloodlines (Lawful Evil Outsiders); Protean and Anarchic bloodlines (Chaotic Outsiders); Verdant and Groveborn bloodlines (Plant); Undead and Sanguine bloodlines (Undead). This ability replaces **cavalier's charge**.

Blood of Inheritance (Su): At 4th level, the bloodborn knight gains his second bloodline power. This ability replaces **expert trainer**.

Banner (Ex): This is exactly like the cavalier ability of the same name, except that its effects also apply to any bloodline creature that is within 60 feet of the bloodborn knight and under his command. This effect also extends to the bloodborn knight's greater banner ability.

Bonus Feat: This is exactly like the cavalier ability of the same name, except that whenever a bloodborn knight could select a bonus feat, he may select a bloodline feat for which he qualifies instead.

Bloodsteed (Ex): At 9th level, the bloodborn knight's mount undergoes the following transformation according to the bloodborn knight's chosen bloodline.

Aberrant (Warped): The mount gains the Fleshwarped template (see *Inner Sea Magic* or the Pathfinder SRD site under templates).

Abyssal (Brutal): The mount gains the Fiendish template.

Celestial (Empyrean): The mount gains the Celestial template.

Draconic (Linnorm): The mount gains the Half-dragon template.

Elemental (Primal): The mount gains the Element-infused creature template (see *Advanced Bestiary* by Green Ronin Publishing or the Pathfinder SRD site under templates).

Fey (Sylvan): The mount gains the Fey Touched template (see *Book of Beasts: Monsters of the River Nations* by Jon Brazer Enterprises or the Pathfinder SRD site under templates).

Infernal (Pit-Touched): The mount gains the Fiendish template.

Protean (Anarchic): The mount gains the Entropic template.

Verdant (Groveborn): The mount gains the Bramble or Fungal creature template (see *Advanced Bestiary* by Green Ronin Publishing or the Pathfinder SRD site under templates).

Undead (Sanguine): The mount gains the Skeletal Champion template (see the *Pathfinder SRD* site under templates).

Medium Armor (Ex): At 11th level, the bloodborn knight can cast arcane spells without incurring the normal arcane spell failure chance only if he is wearing light armor, medium armor, or no armor. A bloodborn knight wearing heavy armor, or using a shield incurs a chance of arcane spell failure as normal.

Bloody Challenge (Ex): At 12th level, as an immediate action upon reducing the target of his challenge to 0 or fewer hit points, the bloodborn knight can regain one usage of a bloodline power that has a limited number of uses per day. The slain creature must have at least half as many Hit Dice as the bloodborn knight's level. The bloodborn knight cannot use this ability to gain another usage of a bloodline power that he has not yet used during that day. The bloodborn knight can use this ability once per day against each target of his challenge. This ability replaces **demanding challenge**.

Blood of the Ancients (Su): At 20th level, the bloodborn knight gains his fifth bloodline power. This ability replaces **supreme charge**.

Table: Bloodborn Knight

Class Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Challenge 1/day, mount, order, tactician	—	—	—	—
2nd	+1	+3	+0	+3	Bloodline, order ability	—	—	—	—
3rd	+2	+3	+1	+3	Command bloodline creatures	—	—	—	—
4th	+3	+4	+1	+4	Blood of inheritance, bloodline spell, challenge 2/day	1	—	—	—
5th	+3	+4	+1	+4	Banner	1	—	—	—
6th	+4	+5	+2	+5	Bonus feat	1	—	—	—
7th	+5	+5	+2	+5	Bloodline spell, challenge 3/day	1	1	—	—
8th	+6/+1	+6	+2	+6	Order ability	2	1	—	—
9th	+6/+1	+6	+3	+6	Bloodsteed, greater tactician	2	1	—	—
10th	+7/+2	+7	+3	+7	Bloodline spell, challenge 4/day	2	1	1	—
11th	+8/+3	+7	+3	+7	Medium armor, mighty charge	2	2	1	—
12th	+9/+4	+8	+4	+8	Bloody challenge, bonus feat	3	2	1	—
13th	+9/+4	+8	+4	+8	Bloodline spell, challenge 5/day	3	2	1	1
14th	+10/+5	+9	+4	+9	Greater banner	3	2	2	1
15th	+11/+6/+1	+9	+5	+9	Order ability	3	3	2	1
16th	+12/+7/+2	+10	+5	+10	Challenge 6/day	4	3	2	1
17th	+12/+7/+2	+10	+5	+10	Master tactician	4	3	2	2
18th	+13/+8/+3	+11	+6	+11	Bonus feat	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Challenge 7/day	4	4	3	2
20th	+15/+10/+5	+12	+6	+12	Blood of the ancients	4	4	3	3

Table: Bloodborn Knight Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	3	—	—	—
7th	3	1	—	—
8th	3	2	—	—
9th	4	2	—	—
10th	4	2	1	—
11th	4	2	2	—
12th	4	3	2	—
13th	5	3	2	1
14th	5	3	2	2
15th	5	3	3	2
16th	5	4	3	2
17th	5	4	3	2
18th	5	4	3	3
19th	5	4	4	3
20th	5	5	4	4

Order of the Eminent Blood

A cavalier that belongs to this order dedicates himself to the eldritch powers he has inherited through his chosen bloodline.

Edicts: The cavalier must select a single sorcerer bloodline (see the Bloodline entry of the Sorcerer class in the *Core Rulebook*). He must then seek to master the innate magic that flows through his veins. The cavalier must take every opportunity presented to gain influence or control over his foes (alive or dead), reward those who are true paragons of his eldritch bloodline, and seize greater arcane power according to the dictates of his soul. The cavalier must take every opportunity to further the cause of those who are of his bloodline, as well as his own inherent powers.

Challenge: Whenever the eminent blood cavalier issues a challenge, he receives a +1 bonus on all melee damage rolls made against the target of his challenge. This draws upon the blood heritage of the cavalier and grants him temporary hit points equal to his damage bonus. Any temporary hit points disappear after a number of rounds equal to 3 + the cavalier's Charisma modifier. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: At 1st level, an eminent blood cavalier adds his bloodline skill to his list of class skills and gains his bloodline arcana.

Order Abilities: An eminent blood cavalier gains the following abilities as he increases in level.

Blood of the Birthright: At 2nd level, the cavalier gains his first bloodline power as his order ability, as it is described in his bloodline.

Blood of Legacy: At 8th level, the cavalier gains his third bloodline power as his order ability, as it is described in his bloodline.

Blood of Glory: At 15th level, the cavalier gains his fourth bloodline power as his order ability, as it is described in his bloodline.

CAITIFF KNIGHT

Most cavaliers are considered to be knights who seek to uphold virtue, honor in combat, champion the cause of chivalry. However, some cavaliers do not adhere to such strictures, but lean towards a more roguish way of life. Caitiff knights, whether good or evil, tend to be scoundrels at heart. They use their rugged good looks, quick minds, silver tongues, and fast reflexes to lie, cheat, and swagger their way to victory. One must constantly be on their guard when engaging a caitiff knight in combat; for one is never sure what maneuvers, feints, or cheap shots he will use, for no trick is below him. Whether the caitiff knight appears as a high class fop or devious highwayman, all can be assured that they are expert riders, skilled at mounted combat, and ruthless no matter their endeavors.

Primary Class: Cavalier.

Secondary Class: Rogue.

Hit Dice: d10.

Bonus Skills and Ranks: The caitiff knight may select six rogue skills to add to his class skills in addition to the normal cavalier class skills, one of which must be Stealth. The caitiff knight gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The caitiff knight is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields). The caitiff knight is also proficient with any weapons from the rogue's list not included in the simple or martial weapon's lists.

Challenge (Ex): This is exactly like the cavalier ability of the same name, except that the caitiff knight can use challenge once per day at 1st level, and an additional time at 4th level and every six levels thereafter.

Order (Ex): This is exactly like the cavalier ability of the same name, except the caitiff knight may select the **Order of the Mountebank**, in addition to any other orders available to him.

Rogue Talents: At 1st level and every four levels thereafter, a caitiff knight gains a rogue talent for which he qualifies. At 13th level, the caitiff knight can choose advanced rogue talents whenever he could choose a rogue talent, or when he selects the extra rogue talent feat. The caitiff knight adds the following rogue abilities to the list of advanced talents he may select: evasion, uncanny dodge, and improved uncanny dodge. A caitiff knight must select uncanny dodge before selecting improved uncanny dodge. In the case of the improved evasion talent, the caitiff knight must have evasion to select it. A caitiff knight treats his level as his rogue level for the purpose of qualifying for talents with level-dependent requirements and calculating the effects of any talent or rogue ability he's chosen. This ability replaces **tactician, banner, greater tactician, greater banner, and master tactician**.

Silver Tongue (Ex): At 3rd level, whenever a caitiff knight uses Bluff to attempt to deceive someone, he gains a bonus on the opposed roll equal to 1/2 his caitiff knight level (minimum +1). This bonus does not apply to feint attempts or attempts to pass secret messages. This ability replaces **cavalier's charge**.

Trick Rider (Ex): At 4th level, the caitiff knight gains Trick Riding as a bonus feat. At 12th level, the caitiff knight does not need to make Ride skill checks for any task listed in the Ride skill with a DC of 20 or lower. This ability replaces **expert trainer**.

Dirty Fighting (Ex): Starting at 6th level, a caitiff knight melds the stately forms of jousting and chivalric standards with the down-and-dirty style of a backstreets fighter. No dirty trick is beneath him. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. A caitiff knight never takes a non-proficiency penalty on attack rolls with improvised weapons and gains a +2 bonus on all combat maneuver checks. In addition, whenever he lands a critical hit, the caitiff knight may opt to deal normal damage and roll on the following table to impose a condition rather than dealing extra damage. If the critical multiplier is x3, the duration of the effect doubles. If the critical multiplier is x4, the duration triples. This ability replaces **bonus feat at 6th level**.

d6	Result
1	Target is staggered for 1 round
2	Target is nauseated for 1 round
3	Target is deafened for 1 round
4	Target is blinded for 1 round
5	Target is sickened for 1 minute
6	Target becomes fatigued

Subtle Manipulator (Ex): Starting at 10th level, if the caitiff knight spends a full-round action studying a target, he can make a Sense Motive check opposed by the target's Will save. If the target fails, the caitiff knight gains a +5 circumstance bonus on Diplomacy checks made against that opponent for a number of days equal to his Wisdom modifier. This ability can only be used on any one target once per day. This ability replaces **challenge 4/day**.

Mounted Skirmisher (Ex): At 11th level, the caitiff knight gains Mounted Skirmisher as a bonus feat, and does not suffer any penalty to his AC after making a charge attack while mounted. In addition, whenever the caitiff knight makes a critical hit while mounted, he deals an amount of precision damage equal to his Dexterity modifier as if the target was flat-footed. This ability replaces **mighty charge**.

Improved Dirty Fighting (Ex): At 12th level, the caitiff knight gains Improved Dirty Trick as a bonus feat. This ability replaces **bonus feat at 12th level**.

Ruthless Challenge (Ex): At 14th level, whenever a caitiff reduces the target of his challenge to 0 or fewer hit points with a melee attack, he can immediately make another attack with the same weapon at the same attack bonus as a swift action. This additional attack can be made on any legal target. The caitiff knight gains a bonus to damage with this attack equal to his caitiff knight level. This ability replaces **demanding challenge**.

Craven's Blade (Ex): At 16th level, whenever a caitiff knight hits an opponent and deals precision damage, he can forgo 5 points of that damage (or 1d6 points from his devious strike order ability) and make a free Intimidate check with +5 circumstance bonus to demoralize the foe. For every additional 5 points of precision damage (or each additional 1d6 damage from his devious strike) he forgoes, he receives an additional +5 circumstance bonus on this check. This ability replaces **challenge 2/day and 6/day**.

Greater Dirty Fighting (Ex): At 18th level, the caitiff knight gains Greater Dirty Trick as a bonus feat. This ability replaces **bonus feat at 18th level**.

Supreme Skirmisher (Ex): At 20th level, whenever the caitiff knight uses Mounted Skirmisher and chooses not to make a full-attack action, he can choose to make two attacks at his highest base attack bonus instead of one. If any of these attacks hit, they deal precision damage equal to the caitiff knight's level + his Dexterity modifier as if the target was flat-footed. Also, the caitiff knight doubles the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the caitiff knight can make a free dirty trick combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity. This ability replaces **supreme charge**.

Rogue Talents: The following rogue talents complement the caitiff knight multiclass archetype: combat trick, distracting attack*, esoteric scholar[†], fast stealth, iron guts[‡], nimble climber*, offensive defense*, positioning attack*, snap shot*, surprise attack, and underhanded[†]. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Advanced Talents: The following advanced talents complement the caitiff knight multiclass archetype: another day*, camouflage*, crippling strike, defensive roll, fast tumble*, hide in plain sight[†], improved evasion, opportunist, and rumormonger[†]. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Order of the Mountebank

A cavalier who belongs to this order employs persuasion, trickery, and his own influence to achieve his goal. His life exemplifies the motto ‘by any means necessary’, and often resorts to the most dastardly and underhanded tactics to bring his plan to fruition. A cavalier of this order takes every opportunity to take advantage of the situation before him, relying upon his own abilities to obtain a desired result. This order complements the Caitiff Knight multiclass archetype.

Edicts: The mountebank cavalier must always seek to gain advantage over his opponents, whether across the table or on the battlefield, by any means necessary. He must always keep his own interests and those of his allies above all others. The cavalier must take every opportunity to increase his own reputation, wealth, and notoriety.

Challenge: Whenever an order of the mountebank cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target. This bonus increases by +1 for every four levels the cavalier possesses. Furthermore, should the cavalier confirm a critical hit against the target of his challenge, as an immediate actions, he can make an Intimidate check to demoralize the target.

Skills: An order of the mountebank adds Disguise (Cha), and Knowledge (nobility) (Int) to his list of class skills. In addition, an order of the mountebank cavalier adds his Intelligence modifier to skill checks made to oppose Bluff, Diplomacy, and Sense Motive checks made against him.

Order Abilities: A cavalier that belongs to the order of the mountebank gains the following abilities as he increases in level.

Devious Strike (Ex): At 2nd level, the cavalier gains the ability to deal extra damage whenever his opponent is distracted. If the caitiff knight is engaged in melee, as an immediate action, he can make a feint against a single opponent (see Feint in Combat Maneuver’s section of the *Core Rulebook*), adding his CMB to the check. If the feint is successful, he can make a single attack that deals 1d6 points of precision damage as if the target was flat-footed, and an additional +1d6 precision damage every four levels thereafter, to a maximum of +5d6 at 18th level. If the feint fails, he can make a full attack action instead. Foes with uncanny dodge are immune to this ability. The caitiff knight can use this ability a number of times per day equal to 3 + his Charisma modifier.

Grand Ruse (Ex): At 8th level, the cavalier begins to master the art of the grand ruse and learns to create deceptions designed to bestow harm upon her foes. He gains the rumormonger advanced talent, even if he could not normally choose an advanced talent.

Mounted Escape (Ex): At 15th level, a cavalier can use the withdraw action as a move action when mounted, although if he does so, he can only move at his mount’s speed (not double his mount’s speed).

Table: Caitiff Knight

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Challenge 1/day, mount, order, rogue talent
2nd	+2	+3	+3	+0	Order ability
3rd	+3	+3	+3	+1	Silver tongue
4th	+4	+4	+4	+1	Trick rider
5th	+5	+4	+4	+1	Rogue talent
6th	+6/+1	+5	+5	+2	Dirty fighting
7th	+7/+2	+5	+5	+2	Challenge 2/day
8th	+8/+3	+6	+6	+2	Order ability
9th	+9/+4	+6	+6	+3	Rogue talent
10th	+10/+5	+7	+7	+3	Subtle manipulator
11th	+11/+6/+1	+7	+7	+3	Mounted skirmisher
12th	+12/+7/+2	+8	+8	+4	Improved dirty fighting
13th	+13/+8/+3	+8	+8	+4	Advanced talents, challenge 3/day, rogue talent
14th	+14/+9/+4	+9	+9	+4	Ruthless challenge
15th	+15/+10/+5	+9	+9	+5	Order ability
16th	+16/+11/+6/+1	+10	+10	+5	Craven’s blade
17th	+17/+12/+7/+2	+10	+10	+5	Rogue talent
18th	+18/+8/+13/+3	+11	+11	+6	Greater dirty fighting
19th	+19/+14/+9/+4	+11	+11	+6	Challenge 4/day
20th	+20/+15/+10/+5	+12	+12	+6	Supreme skirmisher

DREADNAUGHT

When the clatter of mounted warriors has faded and the dust settles, the humble and oft overlooked infantry rise to the occasion, often led by stout dreadnaughts ready to strike fear into their enemies whether mounted or not. An able leader and commander, a dreadnaught is the epitome of the warband captain, leading by example, practised in teamwork and tactics and calling out deadly challenges to champions or pursuing vendettas against churls. His footman's charge makes him high unstopable on the field of battle.

Primary Class: Cavalier.

Secondary Class: Inquisitor.

Hit Dice: d10.

Bonus Skills and Ranks: The dreadnaught may select three inquisitor skills to add to his class skills in addition to the normal cavalier class skills. The dreadnaught gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The dreadnaught is proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium), and with shields (except tower shields).

Order (Ex): The dreadnaught must select either the Order of the Dragon or Order of the Lion.

Soldier of Valor (Ex): At 1st level, a dreadnaught gains the inquisitor's valor inquisition, but uses his Charisma modifier instead of his Wisdom to determine the number of times per day his touch of resolve ability can be used. In addition, the dreadnaught gains a bonus equal to 1/2 his dreadnaught level whenever he uses Diplomacy or Intimidate to demoralize a target of his vendetta. This ability replaces mount.

Vendetta (Ex): This is exactly like the cavalier's challenge ability, except that the dreadnaught can choose to pronounce a judgment as the inquisitor ability in place of making a challenge. The dreadnaught can only choose the Justice, Protection, Purity, Resiliency, Resistance, or Smiting judgments. When using vendetta to pronounce a judgment, he continues to add his challenge bonus from his Order and receive his -2 penalty to his Armor Class, except against attacks made by the target of his challenge. Regardless of whether the dreadnaught makes a challenge or pronounces a judgment, he expends one use of his vendetta ability.

Footman's Charge (Ex): At 3rd level, a dreadnaught learns to make more accurate charge attacks while on foot. The dreadnaught receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). However, he still suffers a -2 penalty to his AC after making a charge attack while on foot. This ability otherwise functions as and replaces cavalier's charge.

Warband Commander (Ex): At 4th level, the dreadnaught gains the inquisitor's solo tactics ability. If the dreadnaught has granted a teamwork feat with his tactician ability, his allies receive the same bonuses as him until the effect ends. This ability replaces expert trainer.

Bonus Feats: This is exactly like the cavalier ability of the same name, except that the dreadnaught must select these bonus feats from those listed as combat feats or teamwork feats. In addition, as a standard action, the dreadnaught can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat he has already learned, whether it was gained from his tactician ability, bonus feats, or through normal advancement. In effect, the dreadnaught loses the bonus feat in exchange for the new one. He can only change the most recent teamwork feat gained. Whenever he gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. A dreadnaught can change his most recent teamwork feat a number of times per day equal to his Wisdom modifier.

Mighty Charge (Ex): At 11th level, a dreadnaught gains learns to make devastating charge attacks while on foot. Double the threat range of any weapons wielded during a charge while on foot. This increase does not stack with other effects that increase the threat range of the weapon. However, a dreadnaught can only make a free bull rush combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity. This ability otherwise functions as and replaces mighty charge.

Demanding Vendetta (Ex): This is exactly like demanding challenge, except that it applies to both the dreadnaught's challenge or judgment when using his vendetta ability.

Supreme Charge (Ex): At 20th level, whenever the dreadnaught makes a charge attack while on foot, he deals double the normal amount of damage (took out the triple damage with lance here, leave that for mounted). In addition, if the dreadnaught confirms a critical hit on a charge attack while on foot, the target is staggered for 1d4 rounds. A Will save reduces this to shaken for 1d4 rounds. The DC is equal to 10 + the dreadnaught's base attack bonus. This ability otherwise functions as and replaces supreme charge.

Mount = Soldier of valor

Order = Order (restricted)

Cavalier's charge = Footman's charge

Expert trainer = Warband Commander

Bonus feat = As cavalier and inquisitor

Mighty charge = Same, but to charges made on foot

Demanding challenge = Demanding vendetta

Supreme charge = Same, but to charges made on foot

Table: Dreadnaught

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Order, soldier of valor, tactician, vendetta 1/day
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Footman's charge
4th	+4	+4	+1	+1	Vendetta 2/day, warband commander
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Vendetta 3/day
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Greater tactician
10th	+10/+5	+7	+3	+3	Vendetta 4/day
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Bonus feat, demanding vendetta
13th	+13/+8/+3	+8	+4	+4	Vendetta 5/day
14th	+14/+9/+4	+9	+4	+4	Greater banner
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1	+10	+5	+5	Vendetta 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Master tactician

18th	+18/+8/+13/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Vendetta 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Supreme charge

CHAPTER 2: FIGHTER MULTICLASS ARCHETYPES

ALCHEMICAL BLADE

Primary Class: Fighter.

Secondary Class: Alchemist.

Hit Dice: d10.

Bonus Skills and Ranks: The alchemical blade may select three alchemist skills to add to his class skills in addition to the normal fighter class skills. The alchemical blade gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The alchemical blade is proficient with all simple and martial weapons, with all armor (heavy, light, and medium), and with shields (including tower shields).

Bonus Feats: This is exactly like the fighter ability of the same name, except that the alchemical blade gains a bonus feat at 1st level, and again at 4th level and every four levels thereafter (8th, 12th, etc.). In addition, whenever an alchemical blade could select a bonus feat, he can choose the new **Extend Oil** or **Eternal Oil** discovery (see below). These discoveries apply to the alchemical blade's oils only.

Alchemy (Su): At 2nd level, an alchemical blade can create mundane alchemical substances such as alchemist's fire and smokesticks, just like an alchemist, but cannot create bombs, extracts, or mutagens. He gains a bonus equal to half his level to Craft (alchemy) skill checks, and can use Craft (alchemy) to identify alchemical items and potions as an alchemist. This ability replaces the **bonus feat gained at 2nd level**.

Alchemical Pool (Su): At 3rd level, the alchemical blade gains a reservoir of alchemical energy that he can draw upon to mix magical, gear-enhancing oils. This alchemical pool has a number of points equal to 1/2 his alchemical blade level + his Intelligence modifier. This pool refreshes every morning.

Creating a magical oil takes 1 minute and expends 1 point from the alchemical blade's alchemical pool. This procedure uses raw materials of insignificant cost and requires that the alchemical blade have an alchemist's kit on hand. An oil created in this fashion grants the affected armor or weapon a +1 enhancement bonus. This bonus increases as the alchemical blade gains levels, and can be added to already magical gear, stacking with existing enhancements to a maximum of +5. Multiple applications of magical oil to the same piece of gear do not stack with themselves; the most recently applied oil takes precedence.

At 3rd level, an alchemical blade can create an oil that, when applied to armor, grants the armor a +1 enhancement bonus. For every four levels beyond 3rd, the armor gains another +1 enhancement bonus, to a maximum of +5 at 19th level.

At 5th level, an alchemical blade can create an oil that, when applied to a weapon, grants the weapon a +1 enhancement bonus. For every four levels beyond 5th, the weapon gains another +1 enhancement bonus. This bonus increases again to +5 at 20th level.

As the alchemical blade gains levels, he gains the ability to prepare magical oils that add special properties to armor and weapons. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the affected gear already has, but duplicates do not stack. If a weapon or suit of armor is not magical, the oil applied to it must grant it at least a +1 enhancement bonus before adding other properties.

At 7th level, the alchemical blade can prepare armor oils that grant any of the following properties: *balanced, bolstering, brawling, deathless, fortification, impervious, invulnerability, mirrored, spell resistance, stanching, titanic*. In addition, the alchemical blade can prepare oils that grant the following properties that consume the listed amount of bonus: *energy resistance* for +3 bonus, *expeditious* for +2 bonus, *glamered* for +2 bonus, or *improved energy resistance* for +5 bonus.

At 9th level, the alchemical blade can prepare weapon oils that grant any of the following properties: *brilliant energy, corrosive burst, corrosive, defending, flaming burst, flaming, frost, icy burst, keen, shock, shocking burst, speed, thundering, and wounding*.

The alchemical blade selects the bonus and properties granted by a magical oil when he prepares it, not when he applies it. Applying an oil is a standard action that doesn't provoke an attack of opportunity. Magical oils last 1 minute after application. Unused oils remain potent until the next time the alchemical blade's alchemical pool refreshes. Magical oils also become inert and useless if they leave the alchemical blade's possession, or if the gear to which they are applied leaves the alchemical blade's possession. This ability replaces **armor training and weapon training**.

Swift Alchemy (Ex): At 4th level, an alchemical blade can create alchemical items with astounding speed. It takes an alchemical blade half the normal amount of time to create alchemical items, and he can apply magical oil to a weapon or suit of armor as a move action. This ability does not allow him to apply poison to a weapon more quickly. This ability replaces **bravery**.

Swift Anointing (Ex): At 6th level, an alchemical blade can apply magical oil to a weapon or suit of armor as a swift action. This ability replaces the **bonus feat gained at 6th level**.

Alchemical Weapon (Su): At 10th level, an alchemical blade can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a swift action. This action consumes the alchemical item, but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck.

Persistent Oil (Su): At 14th level, the effects of the alchemical blade's magical oils last for 10 minutes. This ability replaces **bonus feat at 14th level**.

Alchemical Mastery (Su): At 19th level, once per day, an alchemical blade can prepare magical oils that last 1 hour when applied. This ability replaces **armor mastery**.

Instant Alchemy (Ex): At 18th level, an alchemical blade can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. He can apply magical oils to a weapon or a suit of armor as an immediate action. He can use his alchemical weapon ability as a free action. This ability does not allow him to apply poison to a weapon more quickly. This ability replaces the **bonus feat gained at 18th level**.

Grand Oil (Su): At 20th level, the alchemical blade learns how to create a grand oil, representing a truly astounding alchemical breakthrough. Whenever the alchemical blade prepares a magical oil, he may prepare it with one of the following properties, each of which consumes a +5 bonus and stacks with existing weapon and armor properties to a maximum effective bonus of +10. This ability replaces **weapon mastery**.

Diamond Edge (weapon): The affected weapon gains the *vorpal* property.

Energy Warding (armor): The affected armor gains the *greater energy resistance* property against an energy type chosen by the alchemical blade when he prepared the oil.

Fast Healing (armor): The affected armor grants its wearer fast healing 5.

Reflective Skin (armor): The affected armor gains the *reflecting* property.

Superior Resistance (armor): The affected armor grants its wearer Spell Resistance 21.

NEW DISCOVERIES

The following new discoveries can be chosen by the Alchemical blade multiclass archetype.

Extend Oil

Prerequisite: Alchemical blade 4.

Benefit: A number of times per day equal to his Intelligence modifier, the alchemical blade can cause any magical oil he concocts to function at twice its normal duration.

Eternal Oil

Prerequisite: Alchemical blade 16, Extend Emollient discovery.

Benefit: If an alchemical blade concocts a magical oil that he extends, the effects of that oil become permanent until he chooses to make another magical oil effect permanent.

Bonus feat (2) = Alchemy

Bravery = Swift Alchemy

Armor/Weapon Training = Alchemical pool

Bonus feat (6) = Swift Anointing

Bonus feat (14) = Persistent oil

Bonus feat (18) = Instant Alchemy

Armor Mastery = Alchemical Mastery

Weapon Mastery = Grand oil

Table: Alchemical Blade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat
2nd	+2	+3	+3	+0	Alchemy
3rd	+3	+3	+3	+1	Alchemical pool
4th	+4	+4	+4	+1	Bonus feat, swift alchemy
5th	+5	+4	+4	+1	
6th	+6/+1	+5	+5	+2	Swift anointing
7th	+7/+2	+5	+5	+2	
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	
10th	+10/+5	+7	+7	+3	Alchemical weapon
11th	+11/+6/+1	+7	+7	+3	
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	
14th	+14/+9/+4	+9	+9	+4	Persistent oil
15th	+15/+10/+15	+9	+9	+5	
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	
18th	+18/+13/+8/+3	+11	+11	+6	Instant alchemy
19th	+19/+14/+9/+4	+11	+11	+6	Alchemical mastery
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, grand oil

DEMOLITIONIST

Most warriors prefer to spend their energy perfecting weapon skills, defensive, and battle tactics. However, there are those who delve into the nature of dangerous and volatile substances. Known as demolitionists by their peers, these explosives experts possess a fanatical devotion for all things that go boom. Not only are demolitionists trained to use bombs in combat, they have become resilient in some respects to explosive effects, whether spell or alchemical in nature. Although they enjoy tossing bombs at their foes from a distance, their greatest accomplishments comes from collapsing bridges, tunnels and other similar structures with their perfectly placed charges.

Primary Class: Fighter.

Secondary Class: Alchemist.

Hit Dice: d10.

Bonus Skills and Ranks: The demolitionist may select three alchemist skills to add to his class skills in addition to the normal fighter class skills. The demolitionist gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The demolitionist is proficient with all simple and martial weapons, and with bombs. The demolitionist is also proficient with light armor, medium armor, and with shields (except tower shields).

Alchemy (Su): A demolitionist gains the alchemist's alchemy ability, except that he can only create mundane alchemical substances and bombs. This ability replaces **heavy armor proficiency**.

Bomb (Ex): At 1st level, a demolitionist gains the alchemist's bomb ability, except that his bombs deal 1d6 points of damage, plus an additional 1d6 points of damage at 4th level and every four levels thereafter, to a maximum of 6d6 at 20th level. This ability replaces **bonus feats gained at 1st, 4th, 8th, 12th, 16th, and 20th level**.

Alchemical Weapon (Su): At 2nd level, a demolitionist can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck. At 6th level, a demolitionist can use his alchemical weapon ability as a swift action. At 15th level, this ability becomes a free action.

Alternatively, at 4th level, a demolitionist can infuse a weapon or piece of ammunition with a single bomb in place of an alchemical liquid or powder, as a move action. Upon impact, the bomb also causes 1 point of damage per damage die of the bomb to the weapon. Infusing a weapon or piece of ammunition with a bomb can never be improved beyond a move action. This ability replaces **bravery**.

Bonus Feats: This is exactly like the fighter ability of the same name, except that the demolitionist can choose the Extra Discovery feat in addition to combat feats.

Blast Resilience (Ex): Starting at 3rd level, a demolitionist is adept at modifying and using his armor to stop fire-based attacks. A demolitionist wearing armor gains half the armor's bonus plus the armor's enhancement bonus (if any) as a resistance bonus against any energy-based spell with a burst or spread effect (such as *fireball*) or splash weapon attack (including the demolitionist's or other bomb class ability). This ability has no effect on fire-based spells or spell-like abilities with ray or wall effects, or supernatural abilities that make a touch attack. This ability replaces **armor training 1**.

Swift Alchemy (Ex): At 4th level, a demolitionist gains the alchemist's swift alchemy ability, but gains no benefit when applying poisons. This ability and instant alchemy replace **armor mastery**.

Explosives Expert (Ex): Starting at 5th level, a demolitionist can select either a bomb-related discovery or a combat feat that specifies his bomb (such as Weapon Specialization or Improved Critical). He must qualify for any discovery or combat feat he chooses. Every four levels thereafter (9th, 13th, and 17th), a demolitionist becomes further trained in his bombs, and can select an additional bomb discovery in place of a combat feat. This ability replaces **weapon training**.

Resistant Mutagen (Su): At 7th level, a demolitionist can create mutagens that grant him resistance to energy attacks. When a demolitionist brews a mutagen, he selects one type of energy—either acid, cold, electricity, fire, or sonic. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen gains resistance 5 to that type of energy and a +4 alchemical bonus to saving throws against spells and effects of that energy type for 10 minutes per demolitionist level. If the demolitionist chooses the Greater Mutagen discovery, this increases to resistance 10 against one type of energy. If the demolitionist chooses the Grand Mutagen discovery, this increases to resistance 20 against one type of energy. This ability otherwise functions as the alchemist's mutagen. This ability replaces **armor training 2**.

Demolitions Master (Ex): At 11th level, a demolitionist can use his bombs to destroy buildings and structures. Whenever a demolitionist uses a bomb against a building or structure, he rolls his bomb damage twice. If this attack results in a critical hit, both damage rolls are multiplied. Should the bomb deal more than 75% of the structure's total hit points, the structure collapses in 1d4 rounds. This ability replaces **armor training 3**.

Persistent Mutagen (Su): At 15th level, a demolitionist gains the alchemist's persistent mutagen ability. This ability replaces **armor training 4**.

Instant Alchemy (Ex): At 19th level, a demolitionist gains the alchemist's instant alchemy ability, but gains no benefit when applying poisons.

Devastating Barrage (Ex): At 20th level, can unleash a barrage of bombs once per day. The demolitionist can spend a full-round action to prepare a number of bombs for his barrage in advance equal to his base attack bonus. During his next turn, the demolitionist can throw all his prepared bombs into a 5-foot square that is in range as a full attack action. Any creature in that square is affected by each bomb as if it were a direct hit. Creatures within the splash radius of the 5-foot square are likewise affected by each bomb. This ability can be used in conjunction with the demolitions master ability. This ability replaces **weapon mastery**.

New Discovery

Explosive Personality: The alchemist has an obsession with destruction that makes him both feared and respected by others. As a full-round action, the alchemist can make an attack with one of his bombs against a creature within 30 feet. If the bomb hits, the alchemist can make an Intimidate check to demoralize all enemies within 30 feet. The alchemist adds the splash damage of his bomb (the minimum damage) to his Intimidate check. For example, a 4th level alchemist with an Intelligence bonus of +2 would add +4 (an Int modifier of +2 and +2 from his 2d6 base bomb damage) to his Intimidate checks when using this discovery.

Alternatively, an alchemist can choose to hit himself with his bomb instead of another creature. In this case, the bomb automatically hits the alchemist and does not require an attack roll. The alchemist takes half the normal damage (rounded down), and gains an additional +5 circumstance bonus to his Intimidate check when using this ability. Any fire resistance can further reduce the damage from this discovery.

In addition, this discovery counts as the Dazzling Display feat for the purposes of any prerequisites.

Table: Demolitionist

Base					
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special

1st	+1	+2	+2	+0	Alchemy, bomb 1d6
2nd	+2	+3	+3	+0	Alchemical weapon, bonus feat
3rd	+3	+3	+3	+1	Blast resilience
4th	+4	+4	+4	+1	Bomb 2d6, swift alchemy
5th	+5	+4	+4	+1	Explosives expert 1
6th	+6/+1	+5	+5	+2	Bonus feat
7th	+7/+2	+5	+5	+2	Resistance mutagen
8th	+8/+3	+6	+6	+2	Bomb 3d6
9th	+9/+4	+6	+6	+3	Explosives expert 2
10th	+10/+5	+7	+7	+3	Bonus feat
11th	+11/+6/+1	+7	+7	+3	Demolitions master
12th	+12/+7/+2	+8	+8	+4	Bomb 4d6
13th	+13/+8/+3	+8	+8	+4	Explosives expert 3
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+15	+9	+9	+5	Persistent mutagen
16th	+16/+11/+6/+1	+10	+10	+5	Bomb 5d6
17th	+17/+12/+7/+2	+10	+10	+5	Explosives expert 4
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+11	+6	Instant alchemy
20th	+20/+15/+10/+5	+12	+12	+6	Bomb 6d6, devastating barrage

DIVINE BLADE

The divine blade is a martial champion for his chosen deity, filling an officers' role in holy wars, assassinating key leaders of opposition churches, or guarding high-ranking church officials during dangerous envoy trips. His martial ability is equally matched by his devotion to the faith, and the spells he can cast aid him during battle.

Primary Class: Fighter.

Secondary Class: Cleric.

Hit Dice: d10.

Bonus Skills and Ranks: The divine blade may select three cleric skills to add to his class skills in addition to the normal fighter class skills. The divine blade gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The divine blade is proficient with all simple and martial weapons, with all armor types (heavy, light, and medium), and with shields (including tower shields). The divine blade is also proficient with his deity's favored weapon.

Domain: At 1st level, a divine blade may select one domain from those of his chosen deity. He gains all the powers associated with that domain, but does not gain any domain spells. He can use his domain powers as a cleric equal to his divine blade level.

Starting at 2nd level, whenever the divine blade gains a bonus feat, he can choose to learn a domain spell instead. At 2nd level or higher, he can learn his first domain spell in place of a bonus feat. For every two levels beyond 2nd, he can learn each subsequent domain spell in place of a bonus feat. To gain or cast a domain spell, a divine blade must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a divine blade's domain spell is 10 + the spell level + the divine blade's Wisdom modifier.

When learning domain spells in this way, he must learn his first domain spell and each subsequent domain spell thereafter, in sequential order. For example, a divine blade chooses to learn his first domain spell in place of his 2nd level bonus feat. If he chooses to learn another domain spell in place of his 6th level bonus feat, he must learn his second domain spell, and so on. Once a domain spell is learned, it can be cast once per day. If a subsequent domain spell is learned, any previously learned domain spell can be cast twice per day.

Channel Energy (Su): This is exactly like the cleric ability of the same name, except that the amount of damage healed or dealt by the divine blade is equal to 1d6 points of damage at 1st level, and an additional 1d6 at 4th level and every four levels thereafter, to a maximum of 6d6 at 20th level. This ability replaces bravery.

Bonus Feat: This is exactly like the fighter ability of the same name, except that the divine blade gains a bonus feat at 2nd level and every even level thereafter. Alternately, each time a divine blade can select a fighter feat, he can instead select any feat with channel energy as a prerequisite, or a domain spell (as described above).

Channeled Armor Training (Su): Starting at 3rd level, a divine blade can use channeled energy to enhance his armor with divine power. As a standard action, the divine blade can spend one daily use of channel energy to grant himself a sacred (or profane) bonus to AC as shown on Table: Divine Blade. This bonus stacks with any magic enhancement bonus that the armor may already possess.

In addition, the divine blade's armor becomes lighter and more flexible, lowering its armor check penalty and increasing his speed in medium or heavy armor, as indicated on the same table, up to his base speed. This ability lasts for a number of rounds equal to the divine blade's level. This ability replaces armor training and armor mastery.

Channeled Weapon Training (Su): Starting at 5th level, a divine blade can use channeled energy to strike terrible blows against his enemies. As a standard action, the divine blade can spend one daily use of channel energy to grant his weapon a sacred (or profane) bonus to attack and damage as shown on Table: Divine Blade. This bonus stacks with any magic enhancement bonus that the weapon already possesses. This ability lasts for a number of rounds equal to the divine blade's level.

In addition, the divine blade may spend an additional use of his channel energy to align his weapon for the purposes of bypassing damage reduction. He may not choose an alignment in opposition to his own (a chaotic good divine blade may choose to make his weapon either chaotic or good, but not lawful or evil). A neutral divine blade may choose chaotic or lawful, but is restricted to either good or evil, as determined by his choice to channel positive or negative energy.

Finally, as a swift action, when using channeled weapon training, the divine blade may spend an additional use of channel energy to gain a bonus to his rolls to confirm critical hits equal to indicated amount for a number of rounds equal to his Charisma modifier. This bonus stacks with the sacred bonus to attack given by channeled weapon training. This ability replaces weapon training.

Divine Surge (Su): At 20th level, a divine blade becomes further infused with divine power by striking down his enemies. Once per day, whenever the divine blade reduces an enemy to 0 HP or fewer, he may take a swift action to call upon his deity's favor. For one minute per divine blade level, he gains a pool of 2d6 channel points. He can spend one of these channel points to channel energy as normal, but without using up his daily uses of channel energy. He can also spend one channel point from his pool to cast any domain spells he has access one additional time per day. Any channel points that are unused are lost once the ability ends. This ability replaces weapon mastery.

Table: Divine Blade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Channel energy 1d6, domain
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	Channeled armor training (+1, 5 feet)
4th	+4	+4	+1	+4	Bonus feat, channel energy 2d6
5th	+5	+4	+1	+4	Channeled weapon training (+1)
6th	+6/+1	+5	+2	+5	Bonus feat
7th	+7/+2	+5	+2	+5	Channeled armor training (+2, 5 feet)
8th	+8/+3	+6	+2	+6	Bonus feat, channel energy 3d6
9th	+9/+4	+6	+3	+6	Channeled weapon training (+2)
10th	+10/+5	+7	+3	+7	Bonus feat
11th	+11/+6/+1	+7	+3	+7	Channeled armor training (+3, 10 feet)
12th	+12/+7/+2	+8	+4	+8	Bonus feat, channeled energy 4d6
13th	+13/+8/+3	+8	+4	+8	Channel weapon training (+3)
14th	+14/+9/+4	+9	+4	+9	Bonus feat
15th	+15/+10/+5	+9	+5	+9	Channeled armor training (+4, 10 feet)
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat, channel energy 5d6
17th	+17/+12/+7/+2	+10	+5	+10	Channeled weapon training (+4)
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+11	Channeled armor training (+5, 15 feet)

20th +20/+15/+10/+5 +12 +6 +12 Bonus feat, channel energy 6d6, divine surge

RESONANT WARRIOR

The fighter is primarily concerned with skill at arms, the optimization of his armor, and developing and perfecting his battlefield tactics. However, certain warriors seek to enhance their battle prowess in a very different way. These few endeavor to learn and manipulate the intricacies of sound harmonics inherent to the musically inclined. Through strange and unorthodox methods, these warriors learn to control sonic energy for both offensive and defensive means. By combining their martial training with the reverberations emitted through sound and voice, the resonant warrior can unleash blasts of destructive resonance, empower his weapons with sonic energy, or use his voice to beguile and fascinate his enemies. Although few choose to follow the difficult discipline of the resonant warrior, those who do realize tremendous power and learn to use sound to devastating effect.

Primary Class: Fighter.

Secondary Class: Bard.

Hit Dice: d10.

Bonus Skills and Ranks: The resonant warrior may select three bard skills to add to his class skills in addition to the normal fighter class skills. The resonant warrior gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The resonant warrior is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields).

Bonus Feats: This is exactly like the fighter ability of the same name, except that the resonant warrior gains a bonus feat at 1st level and again at 3rd level and every five levels thereafter.

Harmonic Voice: At 2nd level, a resonant warrior gains the bard's bardic performance ability, except that he can only use the Perform (oratory) or Perform (sing) skills to create his magical effects. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier, plus an additional 2 rounds per day every level beyond 2nd. Each round, the resonant warrior can produce any one of the types of bardic performance that he has mastered, as indicated by his level. This ability replaces bravery.

Expedite (Sp): At 2nd level, the resonant warrior can use his performance to create a cadence that puts a spring in the step of weary travelers. As a standard action, the resonant warrior begins a bright and sprightly tune that mimics the sound of human feet, slowly building to a steady, ground-eating pace. When the resonant warrior completes this performance, he can affect one ally in hearing range per resonant warrior level. This effect increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this performance affects your jumping distance (see Acrobatics). This performance requires 1 round to perform. Expedite relies on audible components in order to function. This ability replaces bonus feat at 2nd level.

Fascinate (Su): At 2nd level, the resonant warrior gains the bard's fascinate performance. This ability and expedite replace bonus feat at 4th level.

Charm (Sp): At 6th level, the resonant warrior can use his performance to charm (as the *charm person* spell) a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). This charm effect last for as long as the performance is maintained, or for 1 minute per level once the performance has ended. At 12th level, this ability functions as the *charm monster* spell, but its effect lasts for 1 hour per level once the performance has ended. Charm is an enchantment (charm), mind-affecting, language dependent ability that relies on audible components. This ability replaces bonus feat at 8th level.

Suggestion (Sp): At 10th level, the resonant warrior gains the bard's *suggestion* performance. This ability replaces bonus feat at 12th level.

Displacement (Sp): At 14th level, the resonant warrior can use his performance to displace himself or another creature (as the *displacement* spell) for 1 hour per level. This performance requires 1 round to perform. This ability replaces bonus feat at 16th level.

Mass Charm (Sp): This ability functions just like charm, but allows a resonant warrior of 18th level or higher to simultaneously charm any number of creatures that he has already fascinated. Mass charm is an enchantment (charm), mind-affecting, language dependent ability that relies on audible components. This ability replaces bonus feat at 20th level.

Resonant Blast (Su): At 3rd level, a resonant warrior has learned to harness the sonic energies that resonate within him. With a guttural bark, the resonant warrior can unleash a sudden blast of sonic energy that strikes his opponent, as a standard action. This blast deals 1d6 points of sonic damage at 3rd level, plus an additional 1d6 points of sonic damage every four resonant warrior levels thereafter, and the target is also stunned for 1 round. The target can make a Fortitude save (10 + 1/2 the resonant warrior's level, + the resonant warrior's Charisma modifier) to reduce the damage by half and negate the stun effect. The resonant warrior can use this ability a number of times per day equal to 3 + his Charisma modifier. This ability replaces armor training and armor mastery.

Thundering Blade (Su): Beginning at 4th level, a resonant warrior can expend one use of his resonant blast ability to infuse his weapon with sonic energy, causing it to vibrate for a number of rounds equal to his Charisma modifier (minimum 1). Whenever the resonant warrior makes a successful attack, the target takes 1d6 points of sonic damage and must succeed on a Fortitude save (DC 10 + 1/2 the resonant warrior's level + his Charisma modifier) to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged. When infused with this thunder effect, the weapon is considered to be magic for the purpose of bypassing DR. This ability replaces weapon training 1.

Sonic Shield (Su): At 8th level, a resonant warrior can spend one use of his resonant blast to surround himself with a vibrating shield of sonic energy, for a number of rounds equal to his resonant warrior's level, as a swift action. This shield grants the resonant warrior sonic resistance 5 while it remains in effect, and increases by 5 every five levels thereafter, to a maximum of sonic resistance 15 at 18th level. This ability replaces weapon training 2.

Greater Thundering Blade (Su): At 12th level, in addition to the extra sonic damage from the thundering blade ability, the resonant warrior's weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical modifier is $\times 3$, add an extra 2d8 points of sonic damage instead, and if the modifier is $\times 4$, add an extra 3d8 points. Subjects dealt critical hits by a thundering weapon must also make a DC 14 Fortitude save or be deafened permanently. This ability replaces weapon training 3.

Sonic Thrust (Sp): At 16th level, a resonant warrior can spend one use of his resonant blast to unleash a burst of sound that hurls creatures or objects away from him. This ability functions like the *sonic thrust* spell, using his resonant warrior level as his caster level. This ability replaces bonus feat at 16th level.

Deadly Resound (Su): At 20th level, the resonant warrior's control over his inherent sonic energy becomes deadly. Once per day, the resonant warrior can spend two uses of his resonant blast to perform one of the following actions, using his resonant warrior level as the caster level. This ability replaces weapon mastery.

As a standard action, the resonant warrior can use his thunder blade ability to make a single attack against an opponent at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or be subject to *disintegrate* (as the spell). A successful save negates this effect.

Alternatively, as a standard action, the resonant warrior can emit an ear-splitting yell in a 30-foot cone-shaped burst that deafens and damages creatures in its path, as the *greater shout* spell. Any creature within the area takes 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects. A *greater shout* spell cannot penetrate a *silence* spell.

Table: Resonant Warrior Base

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat
2nd	+2	+3	+3	+0	Harmonic voice, expedite, fascinate
3rd	+3	+3	+3	+1	Resonant blast 1d6
4th	+4	+4	+4	+1	Thundering blade
5th	+5	+4	+4	+1	Bonus feat
6th	+6/+1	+5	+5	+2	Charm
7th	+7/+2	+5	+5	+2	Resonant blast 2d6
8th	+8/+3	+6	+6	+2	Sonic shield
9th	+9/+4	+6	+6	+3	Bonus feat
10th	+10/+5	+7	+7	+3	Suggestion
11th	+11/+6/+1	+7	+7	+3	Resonant blast 3d6
12th	+12/+7/+2	+8	+8	+4	Greater thundering blade
13th	+13/+8/+3	+8	+8	+4	Bonus feat
14th	+14/+9/+4	+9	+9	+4	Displacement
15th	+15/+10/+15	+9	+9	+5	Resonant blast 4d6
16th	+16/+11/+6/+1	+10	+10	+5	Sonic thrust
17th	+17/+12/+7/+2	+10	+10	+5	Bonus feat
18th	+18/+13/+8/+3	+11	+11	+6	Mass charm
19th	+19/+14/+9/+4	+11	+11	+6	Resonant blast 5d6
20th	+20/+15/+10/+5	+12	+12	+6	Deadly resound

SILENT WARRIOR

Stealth and attacking from the shadows tends to be the purview of rogues and assassins. However, there are highly skilled warriors that strive for a level of cunning and guile that only a rogue can teach them. These silent warriors seek training among the thieving guilds of the underworld, learning the path of the shadow, and fusing these newly obtained skills with those of his martial training. By combining stealth with weapon and armor expertise, the silent warrior can vanish into the darkness and strike from the shadows, stand toe-to-toe with a formidable foe, or quietly infiltrate enemy lines and destroy them from within.

Primary Class: Fighter.

Secondary Class: Rogue.

Hit Dice: d10.

Bonus Skills and Ranks: The silent warrior may select six rogue skills (one of which must be Stealth) to add to his class skills in addition to the normal fighter class skills. The silent warrior gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiencies: The silent warrior is proficient with all simple and martial weapons, with all armor (heavy, light, and medium), and shields (except tower shields).

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, except that the silent blade's extra damage is 1d6 at 1st level, and increases by 1d6 as shown on Table: Silent Warrior. This ability replaces bonus feat at 1st and 20th level, and weapon training.

Silent Combat (Ex): At 2nd level, the silent warrior becomes adept at silencing his foes and reducing the sounds of battle. The silent blade can make a single attack, either as part of a full attack or a standard action at a –2 penalty, to target an opponent's mouth or voice box to silence him. If the attack is successful, the target cannot make vocalizations for 1d4 rounds. At 7th level this increases to 2d4 rounds. The target also receives a Fortitude save (DC 10 + 1/2 the silent warrior's level) to reduce this silencing effect to 1 round. This ability has no effect on a creature without discernable anatomy or that does not speak with a mouth.

In addition, while his opponent is silenced the silent warrior gains a +4 circumstance bonus to his attack rolls against that opponent, and any creature unaware of combat take a –4 penalty to Perception checks to notice that combat is taking place. This ability replaces bravery.

Bonus Feats: This is exactly like the fighter ability of the same name, except that each time the silent warrior can select a bonus feat, he can select any Rogue talent for which he qualifies. At 12th level, the silent blade can choose an advanced rogue talent whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The silent blade adds the following rogue abilities to the list of advanced talents he may select: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A silent blade must select Uncanny Dodge before selecting Improved Uncanny Dodge. In the case of the Improved Evasion talent, the silent blade must have Evasion to select it. A silent blade treats his level as his rogue level for the purpose of qualifying for talents with level-dependent requirements and calculating the effects of any talent or rogue ability he's chosen.

Stealth Training (Ex): At 3rd level, a silent warrior learns to move quickly and quietly even in the heaviest of armors. His speed is no longer reduced in medium armor, and heavy armor only reduces his speed as if it were medium armor. At 11th level, the silent blade's speed is no longer reduced in heavy armor.

In addition, the silent warrior uses cloth and other soft materials to muffle the sounds he would normally make during battle and to camouflage his armor. He gains a +1 circumstance bonus to Stealth checks, and his armor check penalties never apply to his Stealth checks. The bulkiness of these soft materials hinders him in other ways, however, and his armor check penalty increases by 4. At 5th level and every four levels thereafter, his armor check penalty decreases by 1, to a minimum of 0 at 17th level.

Finally, the silent blade gains a +1 circumstance bonus on his attack and damage rolls whenever he uses Stealth to deal sneak attack damage (i.e. not from flanking). This bonus damage is multiplied on a critical hit. Bonuses to Stealth and sneak attack increase by an additional +1 at 5th level and every four levels after that, to a maximum of +5 at 17th level. This ability replaces armor training.

Stealth Strike (Ex): At 20th level, a silent warrior becomes a near shadow, sneaking past enemies to strike at their leader and silence him forever. As a swift action, the silent warrior may become *invisible* as the spell for a number of rounds per day equal to 1/2 his level + his Dexterity modifier. While invisible in this manner, the silent blade can make a single attack as a standard action. If the attack is successful, the attack is automatically treated as a confirmed critical, and his sneak attack dice are multiplied as if they were not precision-based damage. Regardless of whether the stealth strike was successful or not, the silent blade immediately becomes visible along with all his gear, and the target creature is immune to that silent blade's stealth strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability. This replaces weapon mastery.

Table: Silent Blade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Sneak attack +1d6
2nd	+2	+3	+3	+0	Bonus feat, silent combat
3rd	+3	+3	+3	+1	Stealth training +1
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	Sneak attack +2d6
6th	+6/+1	+5	+5	+2	Bonus feat
7th	+7/+2	+5	+5	+2	Stealth training +2
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Sneak attack +3d6
10th	+10/+5	+7	+7	+3	Bonus feat
11th	+11/+6/+1	+7	+7	+3	Stealth training +3
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	Sneak attack +4d6
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+9	+5	Stealth training +4
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	Sneak attack +5d6
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+11	+6	Stealth training +5
20th	+20/+15/+10/+5	+12	+12	+6	Sneak attack +6d6, stealth strike

UNCONQUERABLE FURY

Diverse combat experience and the ability to rage are the hallmarks of the unconquerable fury. A superior utility warrior than other fighters, the unconquerable fury is quick and deadly, and trained in wider variety of weapons. A high resistance to enchantments guards against the possibility of being forced to act against his will, while his inner fury grants him greater strength and stamina during battle at a moment's notice. Typically feared by the general population, unconquerable furies are highly sought after as bodyguards, mercenaries, or special operations, all of which they are suitable to perform.

Primary Class: Fighter.

Secondary Class: Barbarian.

Hit Dice: d10.

Bonus Skills and Ranks: The unconquerable fury may select three barbarian skills to add to his class skills in addition to the normal fighter class skills. The unconquerable fury gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The unconquerable fury is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields).

Bonus Feat: This is exactly like the fighter ability of the same name, except that the unconquerable fury gains a bonus feat at 1st level and again at 6th level and every six levels thereafter.

Fast Movement (Ex): At 2nd level, the unconquerable fury gains the barbarian's fast movement ability. **This ability replaces bonus feat at 2nd level.**

Rage (Ex): At 2nd level, the unconquerable fury gains the barbarian's rage ability. **This ability replaces bravery.**

Armor Training (Ex): This is exactly like the fighter ability of the same name, except that the unconquerable fury's armor training level increases by 1 every eight levels beyond 3rd, up to armor training 3.

Rage Power (Ex): At 4th level and every four levels thereafter, the unconquerable fury may select a barbarian rage power for which he qualifies. **This ability replaces bonus feat at 6th, 10th, 12th, and 18th level.**

Resist Charms (Ex): At 4th level, an unconquerable fury gains a +2 bonus on all saving throws against charm spells and effects. This bonus increases to +4 at 7th level, and then again to +6 at 10th level. At 15th level, an unconquerable fury becomes completely immune to charm spells and effects. **This ability replaces armor training 2 and armor mastery.**

Focused Weapon Training (Ex): An unconquerable fury becomes well trained in a few specific weapons of his choice. At 5th level, whenever an unconquerable fury could select a single weapon group for his weapon training ability, he can select any four weapons of his choice that he is already proficient with (crossbow, great club, longsword, and lance, or dagger, falchion, heavy mace, and longbow, etc.). Whenever he attacks with one of these weapons, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), an unconquerable fury selects two additional weapons in which he becomes further trained. He gains a +1 bonus on attack and damage rolls when using these two weapons. In addition, the bonuses granted to previous weapons increase by +1 each. For example, when an unconquerable fury reaches 9th level, he receives a +1 bonus on attack and damage rolls with the two weapons selected at 9th level, and a +2 bonus on attack and damage rolls with the four weapons selected at 5th level. Bonuses granted to one weapon do not stack with those of a similar weapon (such as longsword and shortsword).

An unconquerable fury also adds this bonus to any combat maneuver checks made with these weapons. This bonus also applies to the unconquerable fury's Combat Maneuver Defense when defending against disarm and sunder attempts made against the same weapons. This ability otherwise functions as and replaces weapon training.

Reliable Strike (Ex): At 8th level, an unconquerable fury may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. He can use this ability once per day at 8th level, plus one additional time per day for every five levels beyond 8th. **This ability replaces bonus feat at 8th level.**

Deadly Critical (Ex): At 14th level, when an unconquerable fury confirms a critical hit with his chosen weapon, he can increase the weapon's damage multiplier by +1 as an immediate action. He can use this ability once per day at 14th level, plus one additional time per day for every three levels above 14th. **This ability replaces bonus feat at 14th level.**

Racial Favored Weapons: The following favored weapon lists complement the unconquerable fury according to race.

Dwarf: battleaxe, dwarven urgrosh, dwarven waraxe, gauntlet, heavy crossbow, heavy shield, heavy pick, light pick, punch dagger, spiked armor, spiked gauntlet, spiked shield, throwing axe, warhammer.

Elf: composite longbow, elven curved blade, longbow, longsword, rapier, scimitar.

Gnome: dagger, gnome hooked hammer, launching crossbow, light mace, light pick.

Halfling: composite shortbow, dagger, dart, halfling sling staff, light hammer, light mace, quarterstaff, shortbow, shortspear, shortsword, sling.

Half-orc: bastard sword, boar spear, dire flail, falchion, flail, glaive, greataxe, greatclub, greatsword, halberd, heavy flail, longspear, morning star, orc double axe, shortspear, spear.

Table: Unconquerable Fury

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Fast movement, rage
3rd	+3	+3	+1	+1	Armor training 1
4th	+4	+4	+1	+1	Rage power, resist charms +2
5th	+5	+4	+1	+1	Diverse weapon training 1
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Resist charms +4
8th	+8/+3	+6	+2	+2	Rage power, reliable strike
9th	+9/+4	+6	+3	+3	Diverse weapon training 2
10th	+10/+5	+7	+3	+3	Resist charm +6
11th	+11/+6/+1	+7	+3	+3	Armor training 2
12th	+12/+7/+2	+8	+4	+4	Bonus feat, rage power
13th	+13/+8/+3	+8	+4	+4	Diverse weapon training 3
14th	+14/+9/+4	+9	+4	+4	Deadly critical
15th	+15/+10/+5	+9	+5	+5	Charm immunity
16th	+16/+11/+6/+1	+10	+5	+5	Rage power
17th	+17/+12/+7/+2	+10	+5	+5	Diverse weapon training 4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat

19th	+19/+14/+9/+4	+11	+6	+6	Armor training 3
20th	+20/+15/+10/+5	+12	+6	+6	Rage power, weapon mastery

WARBOUND JUGGERNAUT

A warbound juggernaut is the quintessential warrior. As such, he is trained in all forms of combat, skilled in a variety of arms and in optimizing his defensive capabilities. Warbound juggernauts have a deep abiding connection to all things pertaining to war, and possess an intimate knowledge of battle tactics. This allows them to perform impromptu tactics during combat, both common and exotic, and combine them into new fighting moves. While other warriors spread their training to all types of arms, by limiting their breadth of weapon training, warbound juggernauts become more deadly with them and increasingly harder to kill. Through this melding of combat skills and battle defenses, a warbound juggernaut is among the most fearsome of enemies or steadfast of allies.

Primary Class: Fighter.

Secondary Class: Cavalier.

Hit Dice: d10.

Bonus Skills and Ranks: The warbound juggernaut may select three cavalier skills to add to his class skills in addition to the normal fighter class skills. The warbound juggernaut gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The warbound juggernaut is proficient with all simple and martial weapons, with all armor types (heavy, light, and medium), and with shields (including tower shields).

War Bond (Ex): At 1st level, a warbound juggernaut forms a bond with the very essence of war itself through rigorous study and training. The warbound juggernaut gains a reservoir of combat points that he can draw upon to enhance his prowess in battle. This combat pool has a number of points equal to 1/2 his warbound juggernaut level (minimum 1) + his Constitution modifier. As long as he has at least 1 point in his combat pool, he is considered to have the Quick Draw feat.

The warbound juggernaut can spend 1 point from his combat pool as a swift action to gain the benefits of a single combat feat (even if he does not meet the prerequisites) for 1 minute. This feat is decided when the combat pool point is spent and cannot be changed until the duration of the effects ends, or until next time the warbound juggernaut again uses this ability. A warbound juggernaut can only apply a single feat at one time. If he uses this ability again, the benefit of the first feat immediately ends.

At 1st level, the warbound juggernaut can choose from the following list whenever he expends a combat point: Dazzling Display, Great Cleave, Mounted Archery, Rapid Shot, Stand Still, and Whirlwind Attack.

At 4th level, he can choose from the following additional feats: Critical Focus, Improved Critical, Manyshot, Ride-By Attack, Spirited Charge, Spring Attack, and Vital Strike. In addition, he can spend 1 combat point to remove the –2 penalty to his AC during a single use of his Battle Charge or Mighty Battle Charge ability.

At 7th level, the warbound juggernaut can apply two feats simultaneously, as a swift action. The warbound juggernaut must spend the appropriate number of combat points to gain both feats. If he uses this ability again, the benefit of all applied feats immediately end.

At 10th level, whenever the warbound juggernaut expends 2 points from his combat pool, he can choose from the following additional feats: Bleeding Critical, Deadly Stroke, Improved Precise Shot, Improved Vital Strike, Mounted Skirmisher, and Penetrating Strike.

At 13th level, the warbound juggernaut can apply three feats simultaneously.

At 16th level, whenever the warbound juggernaut expends 3 points from his combat pool, he can choose from the following additional feats: Deadly Finish[†], Crippling Critical*, Greater Penetrating Strike, and Greater Vital Strike. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

The combat pool is replenished each morning after 8 hours of rest. These hours do not need to be consecutive. This ability replaces the **bonus feats gained at 1st, 6th, and 20th level**.

Defensive Arsenal (Ex): Beginning at 2nd level, a warbound juggernaut specializes in using his weapon or his shield to deflect attacks. He gains a +1 bonus to his touch AC, and this bonus increases for every four levels beyond 1st (to a maximum of +5 at 18th level); however, this bonus cannot exceed the sum of the enhancement bonuses of the weapon and shield that the warbound juggernaut is currently carrying. This ability replaces **bravery**.

Battle Charge (Ex): At 3rd level, a warbound juggernaut learns to make more accurate charge attacks. The warbound juggernaut receives a +4 bonus on melee attack rolls on a charge (instead of the normal +2), whether mounted or on foot. Due to the warbound juggernaut's offensive focus while charging, he suffers a –2 penalty to his AC after making a charge attack. This penalty applies even when making attacks against the target of his challenge. This ability replaces the **bonus feat gained at 2nd level and armor training 1**.

Mount (Ex): At 4th level, a warbound juggernaut gains the cavalier's mount ability, except that the warbound juggernaut's effective druid level is equal to his warbound juggernaut level –3. This ability replaces **the bonus feats gained at 4th, 10th, and 18th level**.

Focused Challenge (Ex): At 5th level, a warbound juggernaut gains the cavalier's challenge ability and selects a single group of weapons from those listed in the fighter's weapon training ability. Whenever a warbound juggernaut uses focused challenge, he gains a +1 circumstance bonus on attack rolls made against the target of his challenge with any weapon from this group. This bonus increases by +1 for every four levels beyond 5th. In addition, a warbound juggernaut adds this bonus to any combat maneuver checks made with weapons from this group, and adds it to his Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. A warbound juggernaut must be wielding a weapon from his chosen weapon group to use the focused challenge ability. A warbound juggernaut can use this ability once per day at 5th level, and an additional time per day every four levels thereafter. This ability replaces **weapon training**.

Damage Reduction (Ex): At 7th level, a warbound juggernaut gains DR 1/— when wearing armor or using a shield. This increases to DR 2/— at 11th level and DR 3/— at 15th level. This ability replaces **armor training 2, 3, and 4**.

Fortification (Ex): At 8th level, a warbound juggernaut can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the *light fortification* special ability. At 14th level, his armor gains the *moderate fortification* special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the warbound juggernaut takes the better of the two fortifications. This ability replaces the **bonus feat gained at 8th and 14th level**.

Mighty Battle Charge (Ex): At 12th level, a warbound juggernaut learns to make devastating charge attacks while mounted or on foot. Double the threat range of any weapons wielded during a charge while mounted or on foot. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the warbound juggernaut can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity. The warbound juggernaut continues to suffer the –2 penalty to his AC after making a charge attack. This ability replaces the **bonus feat gained at 12th level**.

Deadly Critical (Ex): At 16th level, when a warbound juggernaut confirms a critical hit with a weapon from his chosen group, he can increase the weapon's critical damage multiplier by +1 as an immediate action, up to a maximum of x4. He can use this ability once per day at 13th level, plus one additional time per day for every three levels above 13th. This ability replaces the **bonus feat gained at 16th level**.

Critical Specialist (Ex): At 19th level, the save DCs of any effects caused by a critical hit with a weapon from his chosen group increases by +4. This ability replaces **armor mastery**.

Indestructible (Ex): At 20th level, a warbound juggernaut gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it. This ability replaces **weapon mastery**.

Bonus feat (1, 6, 20) = War bond

Bravery = Defensive arsenal

Armor training 1, bonus feat (2) = Battle charge

Bonus feat (4, 10, 18) = Mount (level -3)
 Armor training 2, 3, 4 = Damage Reduction
 Weapon training = Focused challenge
 Bonus feat (12) = Mighty battle charge
 Bonus feat (8, 14) = Fortification (light & medium)
 Bonus feat (16) = Deadly critical
 Armor mastery = Critical specialist
 Weapon mastery = Indestructible

Table: Warbound Juggernaut

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	War bond
2nd	+2	+3	+0	+0	Defensive arsenal +1
3rd	+3	+3	+1	+1	Battle charge
4th	+4	+4	+1	+1	Mount
5th	+5	+4	+1	+1	Focused challenge 1/day
6th	+6/+1	+5	+2	+2	Defensive arsenal +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Fortification (light)
9th	+9/+4	+6	+3	+3	Focused challenge 2/day
10th	+10/+5	+7	+3	+3	Defensive arsenal +3
11th	+11/+6/+1	+7	+3	+3	Damage reduction 2/—
12th	+12/+7/+2	+8	+4	+4	Mighty battle charge
13th	+13/+8/+3	+8	+4	+4	Focused challenge 3/day
14th	+14/+9/+4	+9	+4	+4	Defensive arsenal +4, fortification (medium)
15th	+15/+10/+5	+9	+5	+5	Damage reduction 3/—
16th	+16/+11/+6/+1	+10	+5	+5	Deadly critical
17th	+17/+12/+7/+2	+10	+5	+5	Focused challenge 4/day
18th	+18/+13/+8/+3	+11	+6	+6	Defensive arsenal +5
19th	+19/+14/+9/+4	+11	+6	+6	Critical specialist
20th	+20/+15/+10/+5	+12	+6	+6	Indestructible

ZEALOUS MYRMIDON

Many deities of goodly persuasion draw clerics and paladins to serve in their cause. However, those among the ranks of the common soldiers, elite guards, or kindhearted mercenaries who heed the call of the divine and enter into service of such powers. Granted a portion of divine insight and power, the zealous myrmidon is slowly emerging from obscurity. As these martial champions of light have increased in number, the churches' hierarchies have come to utilize these devout and skillful warriors in small companies with the sole purpose of defending the faith against their enemies. With his martial training and divine powers, the zealous myrmidon is a strong proponent for the cause of good and can hold his own against the wicked and foul denizens arrayed against the forces of righteousness.

Primary Class: Fighter.

Secondary Class: Paladin.

Alignment: Any good.

Hit Dice: d10.

Bonus Skills and Ranks: The zealous myrmidon may select three paladin skills to add to his class skills in addition to the normal fighter class skills. The zealous myrmidon gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The zealous myrmidon is proficient with all simple and martial weapons, his deity's favored weapon, all types of armor (heavy, light, and medium), and with shields (including tower shields).

Zealous Surge (Ex): A zealous myrmidon can call upon inner reserves of religious devotion and fanaticism, granting him additional combat prowess. Starting at 1st level, a zealous myrmidon can enter a zealous surge, in some ways similar to a barbarian's rage, for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, he can surge for 2 additional rounds. Temporary increases to Charisma rolls, such as those gained from spells like *eagle's splendor*, do not increase the total number of rounds that a zealous myrmidon can surge per day. A zealous myrmidon can enter his zealous surge as a free action. The total number of rounds of surge per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in zealous surge, a zealous myrmidon gains a +1 morale bonus to his attack roll, a +2 morale bonus to his damage rolls, as well as a number of temporary hit points equal to 5 + his zealous myrmidon level. In addition, he takes a -2 penalty to Reflex saves. While in zealous surge, a zealous myrmidon cannot use any Dexterity-, Intelligence-, or Wisdom-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A zealous myrmidon can end his surge as free action and is fatigued for a number of rounds equal to the number of rounds spent in the surge. Alternatively, a zealous myrmidon can choose to end his zealous surge as a standard action. In doing so, the zealous myrmidon can channel positive energy to heal himself and his allies as a paladin of his level. If the zealous myrmidon chooses to end his zealous surge in this way, he is exhausted for a number of rounds equal to the number of rounds spent in the surge, and then fatigued for the same number of additional rounds. A zealous myrmidon cannot enter a new surge while fatigued but can otherwise enter surge multiple times during a single encounter or combat. If a zealous myrmidon falls unconscious, his surge immediately ends, placing him in peril of death. This ability replaces bonus feat gained at 1st level.

Insightful Strike (Ex): At 2nd level, when a zealous myrmidon makes an Initiative check, he gains an insight bonus equal to his Charisma modifier during the first round of an encounter. If his first round Initiative check is 10 or more than all those of his opponents, he gains a surprise round, even if he is surprised. This ability replaces **armor training 1**.

Surge powers (Ex): As a zealous myrmidon gains levels, he learns to use his zealous surge in new ways. Starting at 2nd level, a zealous myrmidon gains a surge power and an additional surge power for every two zealous myrmidon levels after 2nd level. A zealous myrmidon gains the benefits of the surge power only while in a zealous surge, and some of these maneuvers require the zealous myrmidon to take an action first. Unless otherwise noted, a zealous myrmidon cannot select an individual power more than once. Alternatively, a zealous myrmidon may choose any combat feat which he qualifies for when he could normally choose a surge power, with his effective fighter level for the requirements of any feat equal to his zealous myrmidon level. This ability **otherwise functions as and replaces the fighter's bonus feats**.

A zealous myrmidon can choose from the following surge powers.

Adamantine Bones (Ex): Whenever the zealous myrmidon makes a successful attack, he gains DR 10/adamantine until the end of his next turn. The zealous myrmidon must have the steel bones surge power and be at least 14th level to select this power.

Bone Crusher (Ex): The zealous myrmidon gains a +2 bonus on rolls to confirm critical hits. The zealous myrmidon must be at least 6th level to select this power.

Crushing Zeal (Ex): Any attacks the zealous myrmidon makes deal +2d6 holy damage. This holy damage does not stack with spells or weapon special properties with the same effect. The zealous myrmidon must be at least 10th level to select this power.

Daunting Strike (Ex): Whenever the zealous myrmidon makes a critical hit, the target becomes shaken for 1d4 rounds. The zealous myrmidon must have the divine surge surge power and be at least 14th level to select this power.

Divine Burst (Ex): Whenever the zealous myrmidon makes a critical hit, he deals +4d6 damage to his target and +2d6 damage to all opponents within a 10-foot burst. The zealous myrmidon must have the greater divine surge surge power and be at least 16th level to select this power.

Divine Hammer (Ex): The zealous myrmidon's weapon is treated a good-aligned for the purpose of overcoming damage reduction. The zealous myrmidon must have the crushing zeal surge power and be at least 12th level to select this power.

Divine Surge (Ex): Whenever the zealous myrmidon makes a critical hit, he deals +2d6 damage to his target. The zealous myrmidon must be at least 6th level to select this power.

Divine Surge, Greater (Ex): Whenever the zealous myrmidon makes a critical hit, he deals +4d6 damage to his target. The zealous myrmidon must have the divine surge surge power and be at least 14th level to select this power.

Fervent Spirit (Ex): When the zealous myrmidon makes a critical hit against a target, he is healed for a number of hit points equal to 1d6 + his zealous myrmidon level. You can use this once per zeal. The zealous myrmidon must have the second wind surge power and be at least 6th level to select this power.

Flanking Strike (Ex): Whenever the zealous myrmidon makes a successful attack against a flanked target, all flanking allies can make a single free attack against that target. The zealous myrmidon must be at least 6th level to select this power.

Heart of Courage (Ex): All allies within 10 feet of the zealous myrmidon gain a +2 morale bonus on Will saves, and a +4 morale bonus on saves against fear.

Hindering Strike (Ex): Whenever the zealous myrmidon makes a critical hit, the target becomes flat-footed for 1d4 rounds. The zealous myrmidon must have the divine surge surge power and be at least 12th level to select this power.

Immovable (Ex): The zealous myrmidon gains a +2 bonus on checks against bull rush, overrun, and trip combat maneuvers.

Immovable, Greater (Ex): The zealous myrmidon gains a +4 bonus on checks against bull rush, overrun, and trip combat maneuvers, and deal +2d6 damage to the target. The zealous myrmidon must have the improved immovable surge power and be at least 12th level to select this power.

Immovable, Improved (Ex): The zealous myrmidon gains a +4 bonus on checks against bull rush, overrun, and trip combat maneuvers. The zealous myrmidon must have the immovable surge power and be at least 8th level to select this power.

Inspired Vanguard (Ex): Whenever the zealous myrmidon makes a critical hit against a target, his allies gain a +4 bonus on attacks against the target for 1 round.

Iron Stance (Ex): Whenever the zealous myrmidon attacks an opponent larger than himself, he gains a +2 morale bonus on Strength checks and his AC.

Iron Stance, Greater (Ex): The zealous myrmidon deals damage as if he was one size category larger. The zealous myrmidon must have the iron stance surge power and be at least 6th level to select this power.

Powerful Strike (Ex): Whenever the zealous myrmidon makes a critical hit, the target is knocked prone. The zealous myrmidon must have the divine surge power and be at least 14th level to select this power.

Pulverizing Strike (Ex): The zealous myrmidon gains a +4 bonus on rolls to confirm critical hits. If the critical is confirmed, the target is stunned for 1 round. The zealous myrmidon must have the bone crusher surge power and be at least 16th level to select this power.

Retributive Defense (Ex): Any opponent the zealous myrmidon strikes must attack the zealous myrmidon or provoke attacks of opportunity from his allies.

Revitalizing Strike (Ex): Whenever the zealous myrmidon you make a critical hit, he heals 1 point of ability damage. The zealous myrmidon must be at least 6th level to select this power.

Revitalizing Strike, Greater (Ex): Whenever the zealous myrmidon makes a critical hit, he heals 2 points of ability damage. The zealous myrmidon must have the revitalizing strike surge power and be at least 12th level to select this power.

Righteous Charge (Ex): Whenever the zealous myrmidon makes a charge, he deals +2d6 damage to the target and gains DR 5/evil. The zealous myrmidon must have the zealot's charge surge power and be at least 8th level to select this power.

Righteous Charge, Greater (Ex): Whenever the zealous myrmidon makes a charge, he deals +2d6 damage to the target and gains DR 10/evil. The zealous myrmidon must have the righteous charge surge power be at least 16th level to select this power.

Second Wind (Ex): The zealous myrmidon heals 2 hit points with each successful attack.

Shielding Block (Ex): Any allies adjacent to the zealous myrmidon gains a +2 shield bonus to its AC.

Shielding Block, Greater (Ex): Any allies adjacent to the zealous myrmidon gains a +4 shield bonus to its AC. The zealous myrmidon must have the shielding block surge power and be at least 10th level to select this power.

Steel Bones (Ex): Whenever the zealous myrmidon makes a successful attack, he gains DR 5/adamantine until the end of his next turn. The zealous myrmidon must be at least 8th level to select this power.

Strike of Ruin (Ex): The zealous myrmidon deals +2d6 damage against constructs and objects. The zealous myrmidon must be at least 10th level to select this power.

Strike of Ruin, Greater (Ex): The zealous myrmidon deals +4d6 damage against constructs and objects. The zealous myrmidon must be at least 16th level to select this power.

Swarming Assault (Ex): Whenever the zealous myrmidon makes a successful attack against a flanked target, and his allies gain a +2 bonus on attack rolls against the target until the beginning of his next turn. The zealous myrmidon must have the flanking strike surge power and be at least 8th level to select this power.

Tactical Maneuver (Ex): Adjacent allies that take a 5-foot step can take an additional 5-foot step as a free action.

Tactical Surge (Ex): Adjacent allies can move up to their speed during your turn. The zealous myrmidon must have the tactical maneuver surge power and be at least 8th level to select this power.

Take Heart (Ex): Whenever the zealous myrmidon makes a successful attack, his target takes a –4 penalty to attacks against his allies for 1 round.

Zealot's Charge (Ex): Whenever the zealous myrmidon makes a successful charge against an opponent, he deals damage equal to his Charisma modifier and ignore attacks of opportunity made against him for 1 round.

Heaven's Blessing (Su): At 3rd level, a zealous myrmidon gains a +1 sacred bonus to a single saving throw a number of times per day equal to his Charisma modifier. The zealous myrmidon must choose to add this bonus before making his saving throw roll. This bonus increases by +1 for every four levels beyond 3rd. This ability replaces **bravery**.

Discerning Blow (Ex): At 5th level, a zealous myrmidon's divine insight allows him to aim his blows at the weakest point in a foe's defense, ignoring an amount of damage reduction equal to his Charisma modifier. This does not apply to damage reduction without a type (such as DR 10/—). This ability cannot be used against creatures that are immune to critical hits or otherwise lack discernible weak points. This ability stacks with the Penetrating Strike feat. This ability replaces **weapon training 1**.

Ardent Defense (Ex): At 6th level, a zealous myrmidon's indomitable fervor allows him to absorb some of the damage he suffers from physical attacks, and can prevent attacks from striking weak points in his armor. He gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 12th level, this damage reduction increases to DR 2/— when wearing light armor, DR 4/— when wearing medium armor, and DR 6/— when wearing heavy armor. At 18th level, this damage reduction increases to DR 3/— when wearing light armor, DR 6/— when wearing medium armor, and DR 9/— when wearing heavy armor. This damage reduction stacks with that provided by adamantite armor, but not with other forms of damage reduction. This damage reduction does not apply if the zealous myrmidon is stunned, unconscious, or helpless. This ability replaces **armor training 2 and 4, and armor mastery**.

Judicious Rally (Su): At 9th level a zealous myrmidon can use his unyielding faith and devotion to rally allied forces, giving them renewed hope and endurance to carry on and win victory. A rally affects all allies in a 10-foot radius burst. Those allies gain 2d6 temporary hit points, +1d6 for every four zealous myrmidon levels beyond 9th (3d6 at 13th, and 4d6 at 17th). Each ally may also make one saving throw against any one effect it currently suffers which could have been prevented with a successful saving throw (with the same save DC as the original saving throw), gaining a an insight bonus equal to the zealous myrmidon's Charisma modifier to this roll. If the save succeeds, the effect ends. A zealous myrmidon may use judicious rally once per day. This ability replaces **weapon training 2**.

Greater Surge (Ex): At 11th level, whenever the zealous myrmidon enters a zealous surge, the morale bonus to attack rolls increases to +2 and the morale bonus to damage rolls increases to +4. This ability replaces **armor training 3**.

Enemy of the Faith (Su): At 13th level, a zealous myrmidon can focus upon a held weapon as a swift action, rendering it anathema to a chosen creature. The weapon gains the *bane* property against the creature for 1 minute. A zealous myrmidon may use enemy of the faith once per day. This ability replaces **weapon training 3**.

Deadly Insight (Su): At 17th level, the zealous myrmidon's divine insight and awareness of his foes allows him to find weak spots where none should exist. A zealous myrmidon must make a Knowledge check appropriate to the creature's type (DC 10 + the target's HD) and gains an insight bonus equal to his Charisma modifier to the check. If successful, he may ignore the target's natural damage reduction and immunity to critical hits and sneak attacks, and adds his Charisma modifier to his damage roll. This does not apply to immunities granted by spells, environmental effects, or equipment. This ability replaces **weapon training 4**.

Mighty Surge (Ex): At 20th level, whenever the zealous myrmidon enters a zealous surge, the morale bonus to attack rolls increases to +3 and the morale bonus to damage rolls increases to +6. In addition, if the zealous myrmidon makes a successful critical hit while using zeal surge, the morale bonus to damage is doubled. This ability replaces **weapon mastery**.

NEW FEATS

The following new feats complement the Zealous Myrmidon multiclass archetype.

Extra Surge power

You have unlocked a new ability to use with your zealous surge.

Prerequisite: Surge power class feature.

Benefit: You gain one additional surge power. You must meet all of the prerequisites for this surge power.

Special: You can gain Extra Surge power multiple times.

Enhanced Surge

Your zealous surge is greatly enhanced.

Prerequisite: Zealous myrmidon 7

Benefit: Your morale bonus to attack rolls increases by +1 and your bonus to damage rolls increase by +2.

Special: You can gain Enhanced Surge only once.

Table: Zealous Myrmidon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Zealous surge
2nd	+2	+3	+0	+3	Insightful strike, surge power
3rd	+3	+3	+1	+3	Heaven's blessing +1
4th	+4	+4	+1	+4	Surge power
5th	+5	+4	+1	+4	Discerning blow
6th	+6/+1	+5	+2	+5	Ardent defense, surge power
7th	+7/+2	+5	+2	+5	Heaven's blessing +2
8th	+8/+3	+6	+2	+6	Surge power
9th	+9/+4	+6	+3	+6	Judicious rally
10th	+10/+5	+7	+3	+7	Surge power
11th	+11/+6/+1	+7	+3	+7	Greater surge, heaven's blessing +3
12th	+12/+7/+2	+8	+4	+8	Surge power
13th	+13/+8/+3	+8	+4	+8	Enemy of the faith
14th	+14/+9/+4	+9	+4	+9	Surge power
15th	+15/+10/+5	+9	+5	+9	Heaven's blessing +4
16th	+16/+11/+6/+1	+10	+5	+10	Surge power
17th	+17/+12/+7/+2	+10	+5	+10	Deadly insight
18th	+18/+13/+8/+3	+11	+6	+11	Surge power
19th	+19/+14/+9/+4	+11	+6	+11	Heaven's blessing +5
20th	+20/+15/+10/+5	+12	+6	+12	Mighty surge, surge power

CHAPTER 3: GUNSLINGER MULTICLASS ARCHETYPES

DESPERADO

Gunslingers tend to be a frank and unforgiving lot, relying on their firearms to get them out of trouble. However, there are some gun-toting transients who enjoy traveling from town to town, making a name for themselves on a whistle and a prayer. Desperados utilize their guns, innate talents, forceful personality, and rugged charms to gain advantages during combat. Often overlooked by others as simple roving strangers, desperados can be danger foes, for they rely greatly on such oversights to melt into their surrounds until they are ready to act. With their propensity for luck, and battle an inevitability, desperados choose to engage their enemies directly, with confidence and panache. They typically begin battle by humming some unknown tune to bolster themselves and their allies. Then, throughout the course of the fight, they employ other methods to intimidate, demoralize, and even frighten them into defeat. Whether they are whistling a tune or striking a pose in the heat of battle, desperados can charm unwhitting enemies as readily as put a bullet in their heads.

Primary Class: Gunslinger.

Secondary Class: Bard.

Hit Dice: d10.

Bonus Skills and Ranks: The desperado may select three bard skills to add to his class skills in addition to the normal gunslinger class skills, one of which must be Perform. The desperado gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The desperado is proficient with all simple and martial weapons, with all firearms, and with shields (except tower shields).

Grit (Ex): This is exactly like the gunslinger ability of the same name, except that the desperado uses her Charisma modifier to determine her grit points.

Desperado's Tune: At 1st level, as an expert of surviving dangerous situations by the grit of his teeth, she has mastered a strange and unique art of singing without truly singing. By using the Perform skill, she can use her tunes to create magical effects on those around her, including herself if desired. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, a desperado can use desperado's tune for 2 additional rounds per day. Each round, the desperado can produce any one of the types of tunes that he has mastered, as indicated by her level. Most of her tune's effects apply to any ally who can hear them. However, the desperado's lone wolf nature and the natural quiet of her tunes restrict this effect to allies within 30 feet. This ability otherwise functions as bardic performance. This ability replaces 1st level deeds, bonus feats gained at 4th, 8th, 16th, and 20th level, and true grit.

Hum: At 1st level, a desperado can hum as a swift action. Each round the hum is maintained, the desperado and all allies within 30 feet that can hear him gain a +1 morale bonus to all saving throws against charm and fear effects. At 5th level, and every five levels thereafter, this bonus increases by +1, to a maximum of +5 at 20th level.

Whistle: At 4th level, a desperado can add a whistle to his tune performance. This expends an additional round of desperado's tune. Each time the desperado whistles during her humming performance, she gains one additional move action during her turn. This move action can only be used for movement, to reload her firearm, or to make an Acrobatics skill check. A desperado cannot whistle for consecutive rounds.

Pose: At 8th level, as a full-round action, a desperado can spend two rounds of her desperado's tune to make an Intimidate skill check with a DC equal to 10+ the highest HD among all possible affected enemies. If successful, all nonallied creatures that can see her become panicked for three rounds. Pose is a mind-affecting fear effect.

Dramatic Pause: At 12th level, as a full-round action, a desperado can spend four rounds of her desperado's tune to make a dramatic pause, and gains the effects of a *sanctuary* spell (DC 10 + 1/2 her desperado level + her Charisma modifier) until the end of the next round. During the next round, the desperado and her allies also gain a +4 morale bonus to all attack and damage rolls. At 20th level, this bonus increases to +6. The desperado can extend the duration of this bonus by humming. Once her current hum ends, so does this bonus.

Crescendo: At 16th level, as a swift action, a desperado can spend four rounds of her desperado's tune to make a crescendo. The desperado and her allies fast healing 2 and a morale bonus to all attack rolls and saving throws equal to 1/2 her desperado level for one round. The desperado can extend the duration of this bonus by humming. Once her current hum ends, so does this bonus.

Deadly Climax: At 20th level, a desperado can spend 8 rounds of her desperado's tune to convince a number of enemies equal to her Charisma modifier that they are about to die. To be affected, each target must be able to see and hear the desperado perform this final note for 1 full round and be within 30 feet. The targets receive a Will save (DC 10 + 1/2 the desperado's level + the desperado's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for one round, and the desperado cannot use climax on that creature again for 24 hours. If a creature's saving throw fails, it drops to 1 hit points and is prone. Deadly climax has no effect on enemies with Hit Dice equal to or exceed the desperado's level. Deadly climax is a mind-affecting effect.

Deeds (Ex): At 3rd level, a desperado gains access to her 1st level deeds. Every four levels beyond 3rd, the desperado gains access to each subsequent level of deeds (3rd, 7th, etc.), up to 15th level deeds at 19th level. However, the desperado may choose only two deeds that she knows of each level. This ability otherwise functions as and replaces deeds.

Stranger's Fortune (Ex): Starting at 5th level, a desperado can ignore a firearm misfire a number of times per day equal to her Charisma bonus. She can use this ability as a free action. This ability replaces gun training.

Jack-of-All-Trades (Ex): At 13th level, a desperado gains the bard's jack-of-all-trades ability. This ability replaces the bonus feat gained at 12th level.

SIDEBAR

As a skilled, if limited, bard, the Desperado can learn Masterpieces (*Ultimate Magic*). For such purposes, they may trade one deed that they would learn in place of a spell. They must meet all other requirements for the Masterpiece.

Swap Table

1st level Deeds, Bonus Feats (4th, 8th, 16th, 20th), & True Grit = Desperado's Hum

Gun Training = Stranger's Fortune

Bonus feat (12th) = Jack of all Trades

Table: Desperado

Class	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+2	Desperado's tune, grit, gunsmith, hum
2nd	+2	+0	+3	+3	Nimble +1
3rd	+3	+1	+3	+3	Deeds
4th	+4	+1	+4	+4	Whistle

5th	+5	+1	+4	+4	Stranger's fortune
6th	+6/+1	+2	+5	+5	Nimble +2
7th	+7/+2	+2	+5	+5	Deeds
8th	+8/+3	+2	+6	+6	Pose
9th	+9/+4	+3	+6	+6	
10th	+10/+5	+3	+7	+7	Nimble +3
11th	+11/+6/+1	+3	+7	+7	Deeds
12th	+12/+7/+2	+4	+8	+8	Dramatic pause
13th	+13/+8/+3	+4	+8	+8	Jack of all trades
14th	+14/+9/+4	+4	+9	+9	Nimble +4
15th	+15/+10/+5	+5	+9	+9	Deeds
16th	+16/+11/+6/+1	+5	+10	+10	Crescendo
17th	+17/+12/+7/+2	+5	+10	+10	
18th	+18/+8/+13/+3	+6	+11	+11	Nimble +5
19th	+19/+14/+9/+4	+6	+11	+11	Deeds
20th	+20/+15/+10/+5	+6	+12	+12	Deadly climax

GUNPOWDER WRANGLER

Some knights weren't meant to wear shields, swing swords, and take part in jousting matches. Instead, these brave souls forsake armor and boring edged weapons to learn the not-so-subtle art of mounted firearms combat. A gunpowder wrangler learns to ride like the wind while keeping his mount's movements nimble, and of course his mount learns to ignore those extremely loud sounds that come from above it. The wrangler also is a master at quickly teaching his allies great tactics mid-battle, and is therefore a great leader.

Primary: Gunslinger.

Secondary: Cavalier.

Hit Dice: d10.

Bonus Skills and Ranks: The gunpowder wrangler selects three cavalier skills to add to her class skills in addition to the normal gunslinger class skills, one of which must be Handle Animal. The gunpowder wrangler gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The gunpowder wrangler is proficient with all simple and martial weapons, all firearms, with light armor, and with shields (except tower shields).

Mount (Ex): At 1st level, a gunpowder wrangler gains the cavalier's mount ability, treating her effective druid level as equal to her gunpowder wrangler level -3 (minimum 1). In addition, a gunpowder wrangler gains Mounted Combat as a bonus feat without needing to meet the prerequisites. This ability replaces the bonus feats gained at 4th, 8th, 12th, 16th and 20th levels.

Stable Gallop: At 1st level, a gunpowder wrangler's mount gains Stable Gallop* as a bonus feat. This replaces the Gunslinger's Dodge deed gained at 1st level. (*Animal Archive)

Nimble Steed (Ex): Starting at 2nd level, as long as the gunpowder wrangler's mount is not carrying a heavy load, it gains the benefits of her nimble class feature. This ability modifies the gunslinger's nimble class feature.

Tactical Training (Ex): At 5th level, the gunpowder wrangler receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. While the gunpowder wrangler is adjacent to or riding her mount, she grants all teamwork feats she possesses to her mount. Her mount does not need to meet the prerequisites of these feats. At 9th level, and every four levels thereafter, the gunpowder wrangler receives an additional teamwork feat as a bonus feat. This ability replaces gun training.

Deeds: This is exactly like the gunslinger's ability of the same name, except that the gunpowder wrangler swaps seven deeds for the following deeds.

Intimidating Sunder (Ex): At 1st level, whenever a gunpowder wrangler makes an Intimidate skill check to demoralize, she can spend 1 grit point as a swift action to make a ranged sunder attempt with her firearm against the target at a -4 penalty. The gunpowder wrangler may attempt to sunder any one item held or worn by the target. If the attack is successful, she deals an amount of bonus damage to the sundered item equal to 1/2 her gunpowder wrangler level. She also gains a bonus to her Intimidate check equal to her bonus damage. If the attack fails, she makes the Intimidate check as normal. This deed cannot be used to disarm the target. The grit point must be spent before the check is made. This deed replaces the deadeye deed.

Gritty Challenge (Ex): At 3rd level, as long as the gunpowder wrangler has at least 1 grit point, she can challenge a foe in combat. This is exactly like the cavalier's challenge ability, except that a gunpowder wrangler can use her challenge with melee or firearm attacks. This deed can be used once per day at 3rd level, and one additional time per day every four levels thereafter, to a maximum of five times per day at 19th level. This deed replaces the **utility shot, bleeding wounds, and death's shot deeds**.

Dust and Cover (Ex): At 3rd level, a gunpowder wrangler can spend 1 grit point as a swift action to create a cloud of concealing dust for a number of rounds equal to the gunpowder wrangler's Wisdom modifier. The gunpowder wrangler must make a DC 20 Acrobatics check to create a cloud in his square, or a DC 30 Acrobatics check to create a 15-foot cloud centered on him. If successful, a dust cloud appears in the desired area that functions like a *fog cloud* spell. If the gunpowder wrangler fails the check by 5 or more, she is flat-footed until the beginning of her next turn and no dust cloud is created. A dust cloud can only be created in a terrain where dust and dirt are commonplace (typically Desert, Mountain, Plains, and Underground), and is subject to GMs discretion. This deed replaces the pistol-whip deed.

Disarming Shot (Ex): At 7th level, a gunpowder wrangler can spend 1 grit point as a swift action to attempt a disarm combat maneuver at range with her firearm against a single opponent within the first range increment of the firearm. For the purpose of this disarm attempt, the gunpowder wrangler is considered to have the Improved Disarm feat. Attempting to disarm an opponent in this manner imposes a -4 penalty on the attack. The gunpowder wrangler can attempt as many disarm maneuvers in the same round as she has firearm attacks. This deed replaces the **targeting deed**.

Charging Dismount (Ex): At 15th level, a gunpowder wrangler can make a Ride check to dismount from her moving mount as a free action, provided that she still has a move action available that round. The Ride check DC is determined by the mode of movement the mount is using, as shown on the table below.

Mode	Ride DC	Attack Bonus
Walk	25	+1
Hustle	30	+2
Run (x3)	35	+3
Run (x4)	40	+3

If the Ride check is successful, the gunpowder wrangler lands on her feet and can move her speed as a move action, using the same mode (walk, hustle or run) as her mount. This deed can only be used with land-based mounts, or flying mounts if they are no more than 5 feet off the ground. It does not function with water-based mounts when underwater. **While dismounting, the gunpowder wrangler can make a single firearm attack as a standard action against a single target with the listed bonus to the attack (see above). This attack is considered a charge action.** This deed replaces the **slinger's luck deed**.

Table: Gunpowder Wrangler

Class	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Deeds, grit, gunsmith, mount, stable gallop
2nd	+2	+3	+3	+0	Nimble +1
3rd	+3	+3	+3	+1	Deeds
4th	+4	+4	+4	+1	
5th	+5	+4	+4	+1	Tactical training
6th	+6/+1	+5	+5	+2	Nimble +2
7th	+7/+2	+5	+5	+2	Deeds
8th	+8/+3	+6	+6	+2	
9th	+9/+4	+6	+6	+3	Tactical training
10th	+10/+5	+7	+7	+3	Nimble +3

11th	+11/+6/+1	+7	+7	+3	Deeds
12th	+12/+7/+2	+8	+8	+4	
13th	+13/+8/+3	+8	+8	+4	Tactical training
14th	+14/+9/+4	+9	+9	+4	Nimble +4
15th	+15/+10/+5	+9	+9	+5	Deeds
16th	+16/+11/+6/+1	+10	+10	+5	
17th	+17/+12/+7/+2	+10	+10	+5	Tactical training
18th	+18/+8/+13/+3	+11	+11	+6	Nimble +5
19th	+19/+14/+9/+4	+11	+11	+6	Deeds
20th	+20/+15/+10/+5	+12	+12	+6	True grit

SPELLBOND SLINGER

Primary: Gunslinger.

Secondary: Wizard.

Hit Dice: d8.

Bonus Skills and Ranks: The spellbond slinger selects three wizard skills to add to her class skills in addition to the normal gunslinger class skills, one of which must be Spellcraft. The spellbond slinger gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The spellbond slinger is proficient with all simple and martial weapons, all firearms, with light armor, but not with shields. A spellbond slinger can cast wizard spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a spellbond slinger wearing medium armor, heavy armor, or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass spellbond slinger still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A spellbond slinger casts arcane spells drawn from the wizard's spell list. A spellbond slinger must choose and prepare her spells ahead of time. A spellbond slinger can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Spellbond Slinger. A spellbond slinger otherwise learns, prepares, and casts spells as a wizard equal to her spellbond slinger level. She also receives bonus spells per day if she has a high Intelligence score.

Bonded Gun (Su): At 1st level, a spellbond slinger creates a bond with the firearm he has chosen with his gunsmith class feature. This bond is similar to the wizard's arcane bond ability. In addition, a spellbond slinger receives an additional spell slot of each spell level she can cast, from 1st on up. Each day, a spellbond slinger can prepare one of the following spells in that slot, as determined by her chosen firearm.

Blunderbuss: 1st—*burning hands*; 2nd—*web*; 3rd—*shout*; 4th—*waves of fatigue*; 5th—*cone of cold*; 6th—*waves of exhaustion*.

Musket: 1st—*magic missile*; 2nd—*spontaneous immolation*; 3rd—*lightning bolt*; 4th—*curse of magic negation*; 5th—*feblemind*; 6th—*chain lightning*.

Pistol: 1st—*ray of enfeeblement*; 2nd—*scorching ray*; 3rd—*force punch*; 4th—*bestow curse*; 5th—*firesnake*; 6th—*disintegrate*.

As a standard action, a spellbond slinger can cast one of these spells and deliver it using a ranged attack from his bonded gun, and any enhancement bonus which the gun possesses are added to the save DCs of the spells. If the spell has a single target and the gun's attack hits, that target is affected with the effects of the spell (without requiring any additional attack rolls, though the target is still allowed any relevant saving throws). If the spell has an area of effect (other than a cone), the area is centered on the target of the attack. If the spell's area is a cone, the cone's origin is the barrel of the firearm.

Unlike a wizard's bonded item, a spellbond slinger can cast spells without requiring concentration checks as long as her bonded firearm is on her person (she need not be actively wielding the firearm). This ability replaces **deeds**.

Arcane Grit (Ex): At 1st level, a spellbond slinger gains a grit pool that she can use in several ways. At the start of each day, a she gains a number of grit points equal to her Intelligence modifier. Her grit goes up or down throughout the day, but usually cannot go higher than her Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. A spellbond slinger can spend these points in one of the following ways:

- As a move action, a spellbond slinger can spend arcane grit points to regain a single spell granted to her by her bonded gun that she has cast within the last 10 minutes. She must spend a number of arcane grit points equal to the spell level of the regained spell.
- As a swift action, a spellbond slinger can spend 1 point of arcane grit to grant any firearm she is holding a +1 enhancement bonus for 1 minute. This bonus increases by +1 at 5th level and every five levels thereafter.
- As a free action when activating a spelltrigger item (such as a wand or staff), a spellbond slinger can spend 1 point of arcane grit to activate the item without expending the charge. If the activation requires more than one charge, this ability can only reduce the number of charges expended by 1, and she may only spend one point of grit per activation.

A spellbond slinger regains arcane grit points in the same way as a gunslinger regains grit, but she also regains an arcane grit point any time she confirms a critical hit or when she reduces a creature to 0 hit points with a spell which she has cast. The creature must have a number of Hit Dice equal to or higher than that of the spellbond slinger. This ability otherwise functions as and replaces **grit**.

Bonus Feats: This is exactly like the gunslinger's ability of the same name, except that a spellbond slinger may choose combat feats, metamagic feats, or arcane discoveries as a bonus feat. A spellbond slinger may not choose grit feats, except for Extra Grit, which applies to her arcane grit pool. For the purposes of arcane discoveries, a spellbond slinger treats her level as her wizard level.

Spell Dodger (Ex): This is exactly like the gunslinger's nimble ability, except that a spellbond slinger applies her dodge bonus to all Reflex saving throws made against spells and spell-like abilities.

Arcane Recall (Su): At 20th level, a spellbond slinger can spend grit to recast an expended spell a number of times per day equal to her Wisdom modifier. She can recast a spell she has cast within the last minute by spending an amount of grit equal to 1 point fewer than the level of the spell (minimum 0). If the number of grit points required to cast the spell is reduced to 0, the spellbond slinger can recast the spell as long as she has at least 1 grit point.

Table: Spellbond Slinger

Class Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Arcane grit, bonded gun, cantrips, gunsmith	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Spell dodger +1	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3		4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Bonus feat	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Gun training 1	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Spell dodger +2	5	4	3	—	—	—	—
7th	+5	+2	+5	+5		5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Bonus feat	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Gun training 2	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Spell dodger +3	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7		5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Bonus feat	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Gun training 3	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Spell dodger +4	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9		5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Bonus feat	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Gun training 4	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Spell dodger +5	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11		5	5	5	5	5	5	4

20th

+15/+10/+5

+6

+12

+12

Arcane recall, bonus feat

5

5

5

5

5

5

5

CHAPTER 4: SAMURAI MULTICLASS ARCHETYPES

ELDRITCH BANNERET

Honor-bound knights with alacrity for comprehending the arcane, eldritch bannerets descend on their enemies with in a rush of steel and spell-wreathed weapons. Their natural leadership capabilities make them great strategists for mage troops, and their intimate knowledge of magic makes them ideal anti-magic shock troops. As they grow in knowledge, strength, and power, these juggernauts perfect techniques that empower their allies on the battlefield, neutralize enemy spellcaster threats, and cause arcane havoc in the ranks of their foes.

Primary Class: Samurai.

Secondary Class: Magus.

Hit Dice: d10.

Bonus Skills and Ranks: The eldritch banneret may select three magus skills to add to his class skills in addition to the normal samurai class skills, one of which must be Spellcraft. The eldritch banneret gains a number of skill ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The eldritch banneret is proficient with all simple and martial weapons, plus the katana, naginata, and wakizashi. Eldritch bannerets are proficient with all types of armor (heavy, light, and medium), and shields (except tower shields). An eldritch banneret does not incur arcane spell failure when casting spells as a part of his arcane challenge ability; a multiclass eldritch banneret still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Caster Level: An eldritch banneret does not learn or prepare spells normally, but a number of his abilities allow him to cast spells or otherwise interact with spell effects. For the purposes of the arcane challenge, spell duelist, and banner image abilities, as well as for the purposes of qualifying for feats such as Arcane Strike, the eldritch banneret's caster level is equal to his level.

Arcane Challenge: At 1st level, the eldritch banneret selects one first-level spell from the magus spell list with a range of "touch." Once per challenge, the eldritch banneret may cast that spell on the target of his challenge, delivering the spell through his weapon as though using the magus spellstrike ability. To activate this ability, the eldritch banneret must have an Intelligence score of 10 + the spell's level. If the spell allows a save, the DC is equal to 10 + the spell's level + the eldritch banneret's Intelligence modifier. The eldritch banneret never suffers arcane spell failure when using this ability. Arcane challenge replaces the **challenge** ability granted by the eldritch banneret's order.

Familiar: At 1st level, the eldritch banneret gains the familiar magus arcana. This ability replaces **mount and mounted archer**.

Spell Duelist (Su): At 3rd level, the eldritch banneret gains a bonus on Spellcraft checks made to identify spells as they are being cast equal to half his level, rounded down. The eldritch banneret also gains a +2 bonus on initiative roll or skill checks made to determine who goes first in a duel or spell duel. While engaged in a duel or spell duel with a spell-casting opponent that is the target of the eldritch banneret's challenge, he may spend a use of resolve as an immediate action to attempt a dueling counter as though he were using the same spell as the one being countered. This affords him a +10 bonus on his caster level check to counter the spell. This ability replaces **weapon expertise**.

Banner Image (Su): At 5th level, the eldritch banneret can project a magical banner that serves as a symbol of inspiration to his allies and companions. This functions as the banner ability in all ways except that it does not require a physical object: the banner is a Small magical effect. It cannot be dropped or destroyed, but it ceases to function in *antimagic fields* and can be suppressed by *dispel magic* and similar effects as though it were a magic item with caster level equal to the eldritch banneret's caster level. Creating or dismissing the banner image is a mental standard action. The eldritch banneret chooses the visual details of his banner at 5th level, and it looks the same every time he projects it. When the eldritch banneret gains the greater banner ability, it similarly applies to his banner image. This ability modifies banner and greater banner.

Magus Arcana: At 6th level, and every six levels thereafter, the eldritch banneret gains one magus arcana of his choice. Unless specifically noted in a magus arcana's description, an eldritch banneret cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells cast as part of the eldritch banneret's arcane challenge ability unless otherwise noted. Because the eldritch banneret does not have a spell list or many other magus class features, some magus arcana may be irrelevant. If a magus arcana functions by the spending of arcane pool points, the eldritch banneret instead activates that arcana by spending one use of his resolve. This ability replaces **bonus feats**.

Disruptive: At 9th level, the eldritch banneret gains Disruptive as a bonus feat, even if he does not meet its prerequisites. This ability replaces greater resolve.

Greater Arcane Challenge: At 12th level, the eldritch banneret may replace the spell he chose for his arcane challenge ability with any first- or second-level spell from the magus spell list with a range of "touch." If the eldritch banneret selects a first-level spell from the magus spell list, he may permanently modify it with any metamagic feat that increases its level by +1 (such as Disruptive Spell, Elemental Spell, or Intensified Spell), even if he does not possess that feat. In all other ways, his challenge and arcane challenge abilities remain unmodified. This ability replaces **demanding challenge**.

Spellbreaker: At 17th level, the eldritch banneret gains Spellbreaker as a bonus feat, even if he does not meet its prerequisites. This ability replaces true resolve.

Last Stand (Ex): This ability functions as normal for a samurai except as described below. When the eldritch banneret makes a last stand, spells and spell-like abilities deal the minimum amount of damage to him, unless they employ an attack that scored a critical hit. The eldritch banneret gains a +2 bonus on all saves against spells and spell-like abilities while making a last stand. While using this ability, the eldritch banneret cannot be killed by spells or spell-like abilities unless they are wielded by the target of his challenge. Spells cast by opponents that are not the target of his challenge deal no damage when an eldritch banneret has 0 or fewer hit points, and death effects simply have no effect. The eldritch banneret takes normal damage from all weapon attacks made against him by both the target of his challenge and other foes while using last stand. This ability otherwise functions as and replaces **last stand**.

Table: Eldritch Banneret

Class	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Arcane challenge, challenge 1/day, familiar, order, resolve
2nd	+2	+3	+0	+3	Order ability
3rd	+3	+3	+1	+3	Spell duelist
4th	+4	+4	+1	+4	Challenge 2/day
5th	+5	+4	+1	+4	Banner image
6th	+6/+1	+5	+2	+5	Magus arcana
7th	+7/+2	+5	+2	+5	Challenge 3/day
8th	+8/+3	+6	+2	+6	Order ability
9th	+9/+4	+6	+3	+6	Disruptive
10th	+10/+5	+7	+3	+7	Challenge 4/day
11th	+11/+6/+1	+7	+3	+7	Honorable stand

12th	+12/+7/+2	+8	+4	+8	Greater arcane challenge, magus arcana
13th	+13/+8/+3	+8	+4	+8	Challenge 5/day
14th	+14/+9/+4	+9	+4	+9	Greater banner
15th	+15/+10/+5	+9	+5	+9	Order ability
16th	+16/+11/+6/+1	+10	+5	+10	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+10	Spellbreaker
18th	+18/+13/+8/+3	+11	+6	+11	Magus arcana
19th	+19/+14/+9/+4	+11	+6	+11	Challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+12	Last stand

MAJUTSU SAMURAI

Primary Class: Samurai.

Secondary Class: Witch.

Hit Dice: d8.

Bonus Skills and Ranks: The majutsu samurai may select three witch skills to add to his class skills in addition to the normal samurai class skills, one of which must be Spellcraft. The majutsu samurai gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The majutsu samurai is proficient with all simple and martial weapons, plus the katana, naginata, and wakizashi. The samurai is proficient with light armor, but not with shields. Like any other arcane spellcaster, a majutsu samurai wearing medium armor, heavy armor, or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass majutsu samurai still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A majutsu samurai casts arcane spells drawn from the majutsu samurai spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a majutsu samurai must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a majutsu samurai's spell is 10 + the spell level + the majutsu samurai's Charisma modifier.

Like other spellcasters, a majutsu samurai can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Majutsu Samurai. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Majutsu Samurai indicates that the majutsu samurai gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The majutsu samurai's selection of spells is extremely limited. A majutsu samurai begins play knowing two 1st-level spells of the majutsu samurai's choice. At each new majutsu samurai level, he gains one or more new spells, as indicated on Table: Majutsu Samurai Spells Known. (Unlike spells per day, the number of spells a majutsu samurai knows is not affected by his Charisma score.)

Upon reaching 5th level, and at every third majutsu samurai level after that (8th, 11th, and so on), a majutsu samurai can choose to learn a new spell in place of one he already knows. In effect, the majutsu samurai "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level majutsu samurai spell the majutsu samurai can cast. A majutsu samurai may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A majutsu samurai need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Black Challenge (Ex): This is exactly like the samurai's ability of the same name, except that once per challenge, the majutsu samurai can use a hex against the target of his challenge instead of dealing extra damage, as a free action. The hex must be one that the majutsu samurai knows. This ability replaces **challenge and mounted archer**.

Patron Bond: At 1st level, a majutsu samurai must choose a patron. He also gains the wizard's arcane bond, except that the majutsu samurai can form a powerful bond with a weapon or a familiar. Once a majutsu samurai makes this choice, it is permanent and cannot be changed. In addition, at 2nd level, and every three levels thereafter, a majutsu samurai's patron adds new spells to his list of spells known.

Hex: At 3rd level, a samurai witch gains the witch's hex ability and can select a hex that he qualifies. Every three levels beyond 3rd, a majutsu samurai can select an additional hex. This ability and major hex replaces **bonus feats and weapon expertise**.

Witch's Banner (Ex): At 5th level, a majutsu samurai's banner becomes a symbol of unease to his enemies. As long as the majutsu samurai's banner is clearly visible, all enemies within 60 feet must make a Will saving throw (DC 10 + 1/2 the majutsu samurai's level + the majutsu samurai's Charisma modifier) or receive a -2 penalty on saving throws against fear and a -1 penalty on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these penalties increase by 1. These penalties last for 24 hours. If an affected creature leaves the 60-foot area these penalties become inert, reactivating when it reenters the area. Any creature that succeeds on its Will save is immune to that majutsu samurai's banner effect for 24 hours. The banner must be at least Small or larger and must be carried or displayed by the majutsu samurai to function. This ability replaces **banner**.

Major Hex: At 12th level, the majutsu samurai gains the witch's major hex ability.

Unsettling Strike (Ex): Starting at 11th level, as a full-round action, a majutsu samurai can make a single melee attack at his highest attack bonus and simultaneously target an opponent with a hex that he knows. If the majutsu samurai targets a different opponent with his hex than with his melee attack, the melee attack deals +1d6 points of additional precision damage to the target. This ability and medium armor casting replace **honorable stand**.

Medium Armor Casting (Ex): At 11th level, a majutsu samurai gains proficiency with medium armor. A majutsu samurai can cast majutsu samurai spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a majutsu samurai wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Greater Witch's Banner (Ex): At 14th level, a majutsu samurai's banner becomes a symbol for his enemies to truly fear. All enemies within 60 feet that have failed their initial Will save also receives a -2 penalty on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the majutsu samurai can spend a standard action to wave the banner through the air, causing all enemies within 60 feet an additional saving throw against his witch's banner, including those that have already succeeded on their initial saving throw. This save is made at the original DC. Any creature that succeeds on this second Will save is immune to that majutsu samurai's witch's banner and greater witch's banner abilities for 24 hours.

Last Hex (Su): This is exactly like the samurai's final stand ability, except that any creature that kills the majutsu samurai is immediately subject to the death curse grand hex, even though he does not know that hex. This ability otherwise functions as and replaces **Last stand**.

MAJUTSU SAMURAI SPELL LIST

Majutsu samurai gain access to the following spells.

1st-Level Majutsu Samurai Spells—*burning hands, detect secret doors, charm person, detect magic, identify, inflict light wounds, mount, ray of enfeeblement, read magic, unseen servant.*

2nd-Level Majutsu Samurai Spells—*augury, blindness/deafness, cure light wounds, death knell, false life, hold person, inflict moderate wounds, scare, touch of idiocy.*

3rd-Level Majutsu Samurai Spells—*bestow curse, cure moderate wounds, dispel magic, inflict serious wounds, lightning bolt, locate object, resist energy, stinking cloud.*

4th-Level Majutsu Samurai Spells—*arcane eye, black tentacles, charm monster, dimension door, hold monster, ice storm, inflict critical wounds, scrying.*

5th-Level Majutsu Samurai Spells—*cloudkill, dominate person, inflict light wounds (mass), magic jar, prying eyes, symbol of fear, teleport.*

6th-Level Majutsu Samurai Spells—*baleful polymorph, cone of cold, control weather, dispel magic (greater), inflict moderate wounds (mass), greater scrying, true seeing.*

Swap Table

Weapon Expertise and Bonus feats = Hex, Major Hex

Challenge, Mounted Archer = Black Challenge

Mount, Resolve, Greater Resolve, True Resolve = Spellcasting

Honorable Challenge = Hexstrike, Medium Armor Casting

Last Stand = Last hex

Table: Majutsu Samurai

Class Level	Base			Will Save	Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save			1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Black challenge 1/day, order, patron bond	0	—	—	—	—	—
2nd	+1	+3	+0	+3	Order ability	1	—	—	—	—	—
3rd	+2	+3	+1	+3	Hex	2	—	—	—	—	—
4th	+3	+4	+1	+4	Black challenge 2/day	2	0	—	—	—	—
5th	+3	+4	+1	+4	Witch's banner	3	1	—	—	—	—
6th	+4	+5	+2	+5	Hex	3	2	—	—	—	—
7th	+5	+5	+2	+5	Black challenge 3/day	3	2	0	—	—	—
8th	+6/+1	+6	+2	+6	Order ability	3	3	1	—	—	—
9th	+6/+1	+6	+3	+6	Hex	4	3	2	—	—	—
10th	+7/+2	+7	+3	+7	Black challenge 4/day	4	3	2	0	—	—
11th	+8/+3	+7	+3	+7	Hexstrike, medium armor casting	4	3	3	1	—	—
12th	+9/+4	+8	+4	+8	Demanding challenge, hex, major hex	4	4	3	2	—	—
13th	+9/+4	+8	+4	+8	Black challenge 5/day	4	4	3	2	0	—
14th	+10/+5	+9	+4	+9	Greater witch's banner	4	4	3	3	1	—
15th	+11/+6/+1	+9	+5	+9	Hex, order ability	4	4	4	3	2	—
16th	+12/+7/+2	+10	+5	+10	Black challenge 6/day	4	4	4	3	2	0
17th	+12/+7/+2	+10	+5	+10		4	4	4	3	3	1
18th	+13/+8/+3	+11	+6	+11	Hex	4	4	4	4	3	2
19th	+14/+9/+4	+11	+6	+11	Black challenge 7/day	4	4	4	4	4	3
20th	+15/+10/+5	+12	+6	+12	Last hex	4	4	4	4	4	4

Table: Majutsu Samurai Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

PAIZO RULES, OGL, AND COMMUNITY USE POLICY APPENDIX

Paizo's Alternate Class Features

The primary way in which archetypes modify their corresponding base classes is via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source (typically the *Core Rulebook* or the *Advanced Player's Guide*)—the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class. For example, the flowing monk archetype's redirection class feature replaces the Stunning Fist feature of the standard monk class.

When an archetype includes multiple alternate class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature

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